#### MAIL ORDER MAGAZINE WINTER 1992 EDITION

#### **MILITARY SIMULATIONS**

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#### 17 YEARS OF SERVICE

Military Simulations was established in 1974 and for seventeen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

#### THE SHOW ROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display, plus a huge range of wargames and role-playing material. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (provided they can prove membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.00am to 1.00pm on the first Saturday of each month.

#### CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both roleplayers & wargamers. What we need is your club name and a contact address. Once this club list is completed, it will be made available free to our customers on request.

#### **CATALOGUE CONTENTS**

GETTING STARTED	2
WARGAMES	3
DICE & GAMING ACCESSORIES	3
SCIENCE FICTION BOARDGAMES	11
FANTASY GAMES	13
COMPUTER GAMES	15
MINIATURE RULES	21
CRAZY SPECIALS	23
MAIL ORDER FORM	25
MAGAZINE SUBSCRIPTIONS	26
ROLE PLAYING GAMES (NOVELS INCLUDED)	27
MINIATURES	37
PAINTS AND BRUSHES	46

Please note - prices in this catalogue are subject to change without prior notice.

#### **BATTLETECH COMPENDIUM**

This 144 page book is a must have for all BATTLETECH players, being a complete reference which contains ALL the rules required for playing BATTLETECH and AEROTECH. Once you own this book, you will not need any other rules reference. Comprehensive rules are provided on all new weapon types, such as Clan Battlearmor, omnimechs, pulse lasers, shotgun rounds, streak SRMs, CASE, electronic warfare, MASC, XL engines, ferro-fibrous armor, etc. There are two full color sections of 8 pages each, detailing Clan mech and battlearmor paint schemes, and a full set of miniatures conversion from Ral Partha, which adapts play so that hexes need not be used. The book also includes construction costs on all mech, AFV, aerospace, and infantry.types and components. Record sheets are included for all vehicle types, and not only are all core rules explained in detail, but there are also heaps of optional and advanced rules covered.

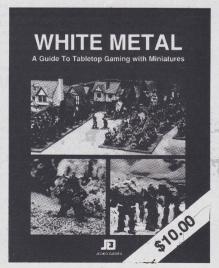




#### WHITE METAL

This 160 page book is the ideal reference and guide to fantasy & science fiction tabletop gaming with miniatures. The main attraction of the book are the literally thousands of black & white photographs of practically the whole commercially available ranges of Ral Partha, Grenadier, Mithril, RAFM, Fantasy Forge, & Alternative Amies. Have you ever wondered what the thousands of miniatures in our catalog look like? Now you can find out. This book will aid players as they search for those figures which match their predetermined concepts. The book contains reviews on ten major miniatures rules systems, including Battlesystem, Fantasy Warriors, Johnny Reb, Kryomek, Napoleons Battles, Silent Death, Star Wars, etc, as well as painting guides and modelling tips. A complete conversion for adapting BattleTech to mass combat is included, as well as additional rules for Fantasy Warriors.





### Help!

#### to the hobby where do 1 start?

#### WARGAMES

#### **BASIC TRAINING**

JED

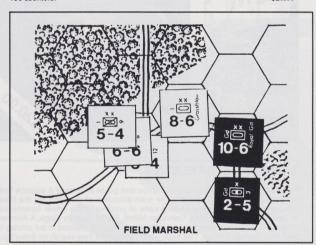
This little booklet is the perfect introduction to historical wargames for someone who is new to the hobby. The booklet contains a small cardboard map, 9 counters, & a combat results table. The other six pages of the booklet give a step by step guide to playing the small game, which focuses upon a Japanese infantry assault upon four defending Australian units during World War Two. The rules for the game are accompanied by dozens of colorful illustrations which explain each point of the rules. Sequence of play, movement of units, and combat are all explained in detailed, and there are a numb optional rules to use once you've mastered the basic game.

#### BEGINNERS GUIDE TO WARGAMING

Once you've mastered BASIC TRAINING, you're ready for the next step. This book contains 55 pages, plus a light card liftout section, which includes a simple game of the Battle for Moscow in 1941, World War Two. There are 39 counters required for game play. The centre section of the book contains the rules for the game - only three pages, and each factor of the game is explained in simple terms. The rest of the book contains various articles designed to help you understand the hobby of historical boardgaming, including a section that teaches players the various wargaming terminologies, or Gamespeak. There are notes on solitaire and multi-player games, a further section to explain the Battle Of Moscow game, and so on.

#### FIELD MARSHAL

Field MARSHAL is the next step up from the BEGINNERS GUIDE, and is a hypothetical two player game of military strategy set in World War Two, in which each player assumes the role of a Field MARSHAL in his country's army, taking command of an Army Group consisting of armor, infantry, artillery, and other specialised troops. Each Field MARSHAL takes orders from his leader. There are actually two games in the box. The BASIC GAME is designed to introduce players to this type of simulation game and The BASIC GAME is designed to introduce players to this type of simulation game also provide experienced players with a quick, evenly balanced and challenging game that can in played in 1 - 2 hours. The TOURNAMENT GAME is for more experienced players and confronts them with many unexpected problems. The game includes a mounted mapboard, order of battle charts, situation cards, counter storage tray, and 196 counters.



#### **RUSSIAN CAMPAIGN**

This probably the best wargame available, and is suited to both beginners and experienced players. The game enables you to relight the four year war between Germany and the Soviet Union, from 1941 - 45. The game is unique in that either player can easily win, and sea-saw battles are common - one player can lose the initiative and then take it back again later, as really happened in the war. There are 252 counters, a large mounted mapboard, order of appearance charts, and simple to follow rules. The game covers SS units, Soviet Guards units, partisans, German airpower, weather (which is crucial), rail movement, oil resources, and so on. \$25.00

#### SCI-FI BOARDGAMES

This game is for 2 to 4 players aged from 8 to adult, and is a fast moving, good fun introduction to sci-fi boardgaming. The game focuses upon rival factions of space marines competing against each other in the Horus Heresy Rebellion. The object of the game is to teleport into a derelict space hulk, and scout out the ship for alien artifacts, hoping to gain more than your opponent/s. Game mechanics include teleportation, moving, firing, hand to hand combat, event cards, and optional rules. Included are stunning interchangeable floor plans and twenty 25mm plastic figures.

#### ADVANCED SPACE CRUSADE

A step more complicated than ULTRA MARINES, this game recreates the struggle etween the noble defenders of humanity and the alien hordes of the Tyranids. You will ad space marine scouts who board the immense, living bio-constructed ships of the Tyranids, and attempt to reach the centre of the ship to attempt to kill the ship by destroying important internal organs. The other player controls the Tyranids, setting ambushes to stop the marines reaching their goals. Ship exploration is always different from game to game, controlled by a system of encounter cards. The game includes 21 25mm plastic miniatures, full color board floor sections, doors, organs, etc, plus event

#### FANTASY BOARDGAMES

#### MIGHTY WARRIORS

In this game you must brave the perils of the under-realm - an exciting world of epic adventure, matchless treasure, and sudden glory. The game contains 36 25mm plastic figures, army lists, magic charts, interchangeable floor plan board tiles, clip together y lists, magic charts, interchangeable 1100r pian ocale 1100, aged from and easy to follow rules. The game is for two or more players, aged from \$30.00 to adult, and is a fast moving, enjoyable game.

This game is a timeless classic, for 1 - 6 players, aged 8 to adult. You explore strange catacombs, battle fantastic creatures, and amass hordes of treasure. You can be either a warrior, dwarf, paladin, magic user, thief, or an elf. You will go from room to room on the mounted mapboard, & the deeper you go into the dungeon you go, the greater the treasures and dangers. There are two levels of play, the simple Basic Game, and an Advanced Game, which adds magic spells, ambushes, and cooperative attacks. There are 250 full color cards, six plastic figures, and a large mounted mapboard. \$60.00

#### ROLE PLAYING GAMES

#### LORD OF THE RINGS ADVENTURE GAME

In this role playing game you'll follow in the footsteps of all the great heroes of legend. As a mighty elven lord or a deft hobbit, you'll enjoy hours of adventure in the delightful world of J.R.R.Tolkein. The game is presented in a story tellers format that means you learn as you play. There are no weighty tomes of rules, and no trivial trial runs. You'll start your first adventure as soon as you open the box. Included are an adventure, color map, adventure map, floorplans, character fold outs, dice, and standup counters for playing pieces. Separate adventures will be brought out for this game as

#### **DUNGEONS & DRAGONS GAME**

In this fully revised introduction to fantasy role playing, you and your friends play powerful fighters, shrewd wizards, and crafty elves. The game is fast and easy to learn to play, with new step-by-step cards that teach you to play in fun and simple steps. The easy to use rulebook contains all the magic, monsters, and rules you'll need to advance your characters to higher levels. The game also includes a dungeons masters screen to assist in playing, a large full color dungeon floor map, a complete set of dice, and dozens of standup counters representing characters and monsters. For two or more

#### MINIATURES GAMING

#### **FANTASY WARRIORS**

This game is the perfect introduction to those wishing to starting fantasy gaming with 25mm miniatures. But the game is also suitable to advanced players as well, for it is unequalled in both playability and game mechanics. This game is also unique in that it comes with 102 25mm plastic figures, being 17 each of dwarven spearmen, axemen, crossbowmen, orc spearmen, archers, and swordsmen. The rulebook is comprehensive but short, not being cluttered with many rules & exceptions that make many miniatures games tedious. Army lists are included for major fantasy races such as elves, dwarves, orcs, humans, trolls, ogres, etc. One hundred and forty colorful counters are used to keep track of archer volleys, a unit's morale status, orders, etc. The game mechanics use a simple combat system of cross referencing weapon used against armor type, with all casualities being removed from play - there is no record keeping. The game also has a brilliant command structure and use of individuals such as heros.

\$70.00



**ADVANCED SPACE CRUSADE** 

#### COMPLEXITY KEY

BASIC GAMES.: INTERMEDIATE GAMES: ADVANCED GAMES:	are represented by one star are represented by two stars are represented by three stars are represented by three stars
MASTER GAMES :	are represented by four stars

#### **COMPANY CODES**

ADG	Austalian Design Group	AH	Avalon Hill
COA	Clash of Arms	EMS	Engelman Military Simulations
FAS	Fasa Corp.	GAM	Games Workshop
GDW	Game Designers Workshop	GMT	Get More Tanks?
GRD	Games Research & Design	IRO	Iron Crown
JED	Jedko Games	LEA	Leading Edge
MB	Milton Bradley Games	OME	Omega Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
SUP	Supremacy Games	TAS	Task Force Games
TGI	The Gamers Inc.	VIC	Victory Games
3W	World Wide Wargames	WES	West End Games.

#### **ACCESSORIES**

#### POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. .65c each GEM DICE

More attractive & expensive than the Poly Dice - standard configurations: available in blue, red, green, yellow, purple, hot pink, clear, smoke (blackish) & orange. \$1.00 each AVALON HILL COUNTER TRAY AH

A clear plastic counter tray with lid and dice-wells for truly sloppy gamers!

WES WEST END COUNTER TRAY WEST END COUNTER TRAY Same as above, more sturdy in design with more counter space but no dice wells. \$5.50 JED HEX SHEETS Three 23"x17" map sheets, with half-inch hexes \$3.00 ARM HEX PAD x11" pages of half & quarter inch hexes. COUNTER SHEETS Fifty 8.5"

JFD. Four sheets of half-inch card counters: pale green, light blue, salmon pink & gray.\$12.00

#### **ANCIENT ERA**

#### BRITANNIA

3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. Components include 256 counters and a 22"x24" mapboard. This is a very quick and entertaining game; highly recommended for those wanting a fast 'n' furious multi-player contest. \$60,00

#### CIVILIZATION

2-9 players lead fledgling nations along the path of political, economic & cultural domin-ation during the dawn of civilization (8000 - 250BC). This is a classic game that requires no dice, and features a high level of non-violent interaction. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. \$70.00 **ADVANCED CIVILIZATION** 

Box set with a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, game time limits, 8-player version, rules for pillage, enhanced attributes for most cards, simple trade rules, and morel\$55.00

**CIVILIZATION TRADE CARDS** 50 extra cards, as included in the boxed set (these are not new cards!).

#### WESTERN EXPANSION SET

22"x11" mapsheet extension + African/Iberian Archaeological Succession Table. \$16.00









IMPERIUM ROMANUM II

#### CONQUEST

A diceless, chess-like strategic game of maneuver for 2 to 4 people. Players can only have 20 'moves' each per turn, thus they must thoughtfully employ their units to gain (or protect) territory. Components include a 31"x22" mapboard and 104 plastic markers (for legions, galleons, elephants, chariots & cavalry). Very abstract & quite fun - really ideal for jaded gamers and 'family groups'.

#### **GREAT BATTLES OF ALEXANDER**

Recreates Alexander the Great's campaigns of Chaeronea 338BC, The Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Suitable for solitaire play. Components feature 600 counters & four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight!

\$80.00

JUGGERNAUT - THE BATTLE OF HYDASPES

Potentially a 'monster' scenario, with variant rules & counters! Due November? \$30.00

#### IMPERIUM ROMANUM II

Recreates 700 years (with 35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map covers the ancient world from Britannia to Parthia.

#### (THE) PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition. Beginning in 431BC, players must plan for both economic and military domination. Suitable for solitaire (the player must change sides if he/she is winning!) or group (up to 7) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, political factions, naval warfare & sieges.

#### REPUBLIC OF ROME

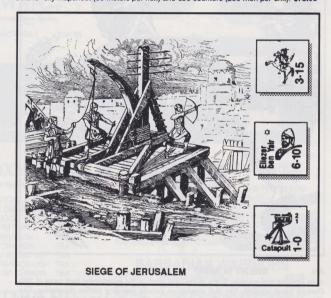
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 people, each representing a faction of influential Senators vying for the Consulship of Rome, Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. However, they must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs, and with 250 years of Roman Republic history to play with, that's not bloody easy! \$85.00

#### SPOR - THE ROMAN ART OF WAR

Richard Berg manages to improve upon the mechanics of Great Battles of Alexander! This independent title features five multi-scenario battles - Cannae, Beneventum, Zama, Cynoscephalae, and Bagradas Plains. Components include four 34"x22" maps, 800 counters, solitaire options, and new rules. Should be damn good! Due Aug? \$85.00

#### SIEGE OF JERUSALEM

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). \$75,00



#### MIDDLE AGES & BEYOND

Utilizing a fast action-card system, this 1 to 4 player game recreates the Golden Age of Piracy. Infamous rogues and downright sadistic villains ply the world's oceans for merchants to plunder or ports to raid, whilst equally audacious King's Commissioners hunt for corpses to dangle from their yardarms. The mechanics include such things as ship refitting, crew morale & historic data.

#### KINGMAKER

Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, and a distinct lack of mediaeval chivalry! This game is rife with bold tactics, uneasy alliances and devious conspiracie

#### KINGMAKER VARIANT EVENT CARDS

Contains optional rules, plus new cards for Treachery, Gales at Sea, Refuge, Vacillating Allegiance, Catastrophe & Royal Death. Includes a number of blanks too.

#### AH **NEW WORLD**

2 to 6 European powers of the 15th to 18th centuries explore, conquer and ultimately colonise the Americas. Players must build fleets to transport people to the New World, and to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions intent on plunder. Includes a 22"x16" mapboard, a wad of play money, etc, etc. \$45.00









**ROYALISTS & ROUDHEADS** 

#### 3W ROYALISTS & ROUNDHEADS

English Civil War quad game featuring the battles of Marston Moor 1644, Naseby 1645, Justice Mills 1644, and Kilsyth 1645. Royalists clash with Parliamentarians, Highlanders struggle against covenanters, and Lords slug it out with Princes. These proud combatants, armed with an assortment of rapiers, pikes, muskets, artillery, bows & lances, were the precursors to modern warfare. With four 17"x22" maps & 400 counters. \$35.00

#### MB SHOGUN

2 to 5 players can participate in this entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as conventional military confrontations. Mechanics include economic strategy, leader experience, ninja assassinations, fortresses and ronin mercenaries. Features a large mapboard and 406 plastic 25mm miniatures. \$90.00

#### NAPOLEONIC ERA

#### AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship and war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised thru bloody era of European history. With 1008 counters and two 25"x35" maps. A simulation of great scope & grandeur, offering 5 scenarios and 4 huge campaign games. \$80.00



#### AH ENEMY IN SIGHT

Agile Frigates and majestic 'Ships of the Line' clash in this entertaining card game of 18th Century naval combat. The fast mechanics include boarding parties, blockades, Fire Ships, repairs & port calls. For 2 to 8 players, with 40 counters & 176 color cards, \$35,00

#### COA LA BATAILLE D' AUERSTAEDT

Third edition. October 1806 - the epic clash between Davout's III Corps (AKA Napoleon's 10th Legion) and Friederich Wilhelm's Prussian army is recreated using Marshal Enterprise's award-winning Napoleonic system. One hex equals 100 meters, whilst each counter represents formations of regiments, battalions & batteries. With 448 counters, 22"x34" map and an historical essay.

#### COA LA BATAILLE DE QUATRE BRAS

When, in 1815, the left wing of the Armee du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map & 600 superb counters. All units are rated for type (line, light, guard, elite, etc), melee & fire combat, morale, movement, plus range.

#### COA LA BATAILLE DE LIGNY

Covers the opening battles of the Waterloo campaign at regiment & battalion level. Will feature the much vaunted new standard rules & impressive graphics. Due soon? \$80,00 LA BATAILLE DE MONT ST. JEAN

Expansion game to be used in conjunction with Ligny & Quatre Bras, allowing players to partake in the epochal Waterloo battle. Components include five 22"x34" maps, an exclusive rulebook, plus extra counters. Not recommended for the faint hearted!

#### COA LA BATAILLE DE PREUSSISCH-EYLAU

A definitive study of Napoleon's winter battle in Prussia (1807) against the remnants of the Prussian Hohenzollern army and the forces of the Czar. Each hex represents 100 meters & every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, an historic essay, four 22"x17" maps & 960 counters. \$55.00









NAPOLEON'S LATER BATTLES I

#### NAPOLEON AT LEIPZIG

COA

The shrinking French Empire would finally collapse unless a decisive victory was won in Germany. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his troops. Six days of grueling maneuver & bitter combat would decide the fate of Europe. Features 3 levels of rules complexity, with play options for 1 to 8 players. Includes 350 counters plus two 34"x22" maps.

#### GDW & COA NAPOLEON'S BATTLE OF BORODINO, 1812

With the largest field army assembled in West Europe, France invaded Russia. Pursuing the elusive Imperial army, Napoleon sought to confront the enemy in a grand battle that would decide the war. At the very gates of Moscow Napoleon won, then lost the struggle for Russia. This huge game contains four 3-colour 22"x28" maps (100 meters per hex) & 1400 counters (regiments, battalions & batteries). 1976 award winning reprint. \$100.00

#### 3W NAPOLEON'S LATER BATTLES I

1812 - Napoleon's grizzled legions attempt an assault on Smolensk, a sprawling walled city along the Dnieper. Eventually the Russian defenders are forced from the suburbs; threatened with annihilation by pursuing French forces, only a stout rear guard action in Lubino allows them to face the invaders again at Borodino. Features 3 games: Smolensk, Lubino and a variant campaign (relocates the decisive Borodino clash at Smolensk). With two 34"x22" maps, 400 counters (mostly regimental), and solitaire options. \$45.00

#### 3W RORKE'S DRIFT & THE BOER WAR

Rorke's Drift: Counters represent either 1 British soldier or 7 Zulus. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades, With a 22"x34" map, 400 counters & 5 scenarios. The Boer War: Rules feature individuel leaders, Boer evasion & infiltration, armored trains, British disease attrition, concentration camps and Kitchener's scorched-earth policy. With a 22"x34" map & 200 counters.\$30.00

#### COA THE EMPEROR RETURNS

Recreates the confrontation between the French Armee du Nord and troops of the 7th Coalition in 1815. The Anglo-Allies were steadfastly postioned around Waterloo, Napoleon's forces had to defeat them before the Prussians joined the fray. The game begins with the maneuvering that historically led to the battle of Waterloo, players may change strategies & succeed where Napoleon failed. 240 counters & a 22"x34" map. \$35.00

#### AH WAR AND PEACE

Covers the Napoleonic wars from 1805 to '15 - this terrible era of conflict consumed the armies of 6 major & 19 minor European powers. Battles were over the entire continent from the rugged mountains of Portugal to the bitter Russian steppes. Contains Four In'x16" mapboards, 1040 counters, 9 scenarios & a multi-player campaign. Historically accurate game of grand strategy made easy.

#### AH WOODEN SHIPS & IRON MEN

Naval warfare: 1776 to 1815. Multiple players can create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus technically competent mechanics, to create a superb simulation of seaborne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! \$60.00

#### **AMERICAN CIVIL WAR**

#### VIC ACROSS FIVE APRILS

Combines five scenarios - Bull Run, Pea Ridge, Shiloh, Gettysburg, and Bentonville. Features easily assimilated mechanics, with exclusive rules for each battle. Components include three 32"x22" mapsheets (300 yards per hex). Due Sept. (maybe Oct.)? TBA

#### GDW A HOUSE DIVIDED 2nd Ed

An excellent introductory-level grand-strategy game, covering this brutal war from 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters and a 17"x22" map that features an area-movement system. Almost a classic beginner's simulation! \$55,00

#### TGI BARREN VICTORY

CIVIL WAR BRIGADE #4. Covers the three-day Battle of Chickamauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg. Includes two 22"x34" maps (200 yards per hex) & 560 counters. The mechanics feature five states of morale (ie: Blood Lust), a close combat system, advanced command rules, optional troops, and six scenarios.

\$65.00









CAMPAIGNS OF ROBERT E . LEE

#### COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! With 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed!

#### COA CHANCELLORSVILLE

In 1863 the Army of the Potomac, rested and rebuilt from an earlier defeat, again sought to wrest control of Fredericksburg from the tenacious Army of Northern Virginia. Although outnumbered 59,000 to 135,000, an audacious and masterful Robert E. Lee crushed the Union forces as they traversed the Wilderness, much to Lincoln's despair. Components include three detailed 22"x34" maps (265 yards per hex) & 480 counters (half-brigades). Designed by R. Berg, with scenarios plus a campaign. Due soon?

#### GA CIVIL WAR CLASSICS Vol. 1

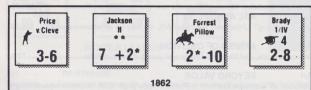
Covers the battles of Pea Ridge & Shiloh. Includes short introductory scenarios, as well as more detailed & lengthy games. Mechanics include gunboats, night fighting, encampments, unit activation, fire & melee combat, leadership modifiers & variable morale effects. With 480 counters (demi-brigade) and six 11"x17" maps. \$40.00

SDI **DEAD OF WINTER** 

The battle for Stones River produced appalling casualty rates, the worst of the entire war. Bragg's Army of Tennessee was hellbent on reaching the Nashville Turnpike, whilst their Union counterparts regrouped for a thrust towards Atlanta - the South's very hear With two 22"x33" maps (50 yards/hex) & 800 counters (regiments, battalions, etc).\$65.00

#### IN THEIR QUIET FIELDS

CIVIL WAR BRIGADE #1. Lee's Maryland Campaign has failed, his Army of Northern Virginia faces an enemy force twice its size, but still the Confederate leader chooses to march on Antietam, knowing that the rebel spirit is as yet undaunted. Includes 560 counters, 22"x28" map, revised rules & unit strengths, plus a Sept. 16th scenario.\$60.00



#### VIC LEE VS. GRANT

The Wilderness campaign of 1864 - the Army of the Pontomac must capture Richmond from the tenacious Army of North Viginia, or a war-weary Union may give the South its much sought for independence. U.S. Grant; the North's new C in C, and its last hope, prepared to challenge the formidable military prowess of Robert E. Lee. Contains 520 counters (division & corps scale), a 22"x32" map (2 miles/hex), 6 introductory scenarios and 3 campaigns. Mechanics include random events (torrential rain or very ill Lee), sea transport, railroad destruction, variant reinforcements, supply depots, etc.

#### MARCHING THROUGH GEORGIA

Sherman's three Union Armies battle the Confederate Army of Tennessee. The numerically inferior rebels were tenacious in defense; Sherman sought to capture Atlanta, thus denying the enemy their supplies. This is a contest of strategic maneuver, with com-bat resolved on a tactical display where unit strengths remain hidden until assaulted or probed. With two 17"x22" maps, 240 counters, 3 scenarios & a 40-turn campaign.\$40.00

#### COA MISSISSIPPI FORTRESS

A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to defeat two Rebel Armies plus capture both Vicksburg and Port Hudson, thus controlling the Mississippi and splitting the Confederacy. Rules include weather, gun-boats, shore batteries, the Vicksberg seige, forced marches, unit stragglers & hidden strengths. Excellent game of maneuver & bluff, with 17"x22" map & 240 counters.\$40.00

#### **RAID ON RICHMOND**

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything. This game however hypothesises on the urban brawl that would have errupted had Kilpatrick not fled the field - outnumbered Union cavalry riding amok in the streets! Components include two 22"x24" city maps with sites of political & military value, plus 300 counters. Mechanics cover releasing & arming POWs, commandeering transport, slave evacuation, barricades, plus leader capture or executions

#### STONEWALL JACKSON'S WAY (due Aug. or Sept.) Covers the second battle of Bull Run in central Virginia during 1862, wherein Longstreet, Robert É. Lee, and old Stonewall himself gained such notoriety in the North for their adroit leadership. Features two 32"x22" mapsheets (2000 yards per hex), plus units from regiments to corps. This game will link-up with future ACW series releases

#### THE CIVIL WAR 1861 - 1865

A grandiose game that encompases both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles/hex), and 520 counters.

#### WAR FOR THE UNION

A non-complex grand strategy game that covers the entire civil war. Mechanics include industrial centers, variable troop quality, Southern recruiting practices, et al. This game should feature a 22"x34" map, 600 counters, several short scenarios and a campaign. Optional variants will include such things as British or French intervention!

A moderate-complexity system that stresses the problems of command and troop morale. Features four short (about 3 hours playing time) scenarios - Antietam, Murfreesboro, Seven Pines and Fort Donelson. Components include two 17"x22" maps, both backprinted, and 400 counters (regiments to divisions). Good for novices. \$40.00

Same designer as 1862, different company. Battles featured are Gettysburg, Fredericksburg II, Brandy Station, and Mine Run. Includes fast-playing beginner's mechanics, four 34"x22" maps, and rules changes necessary to update 1862. More details later. \$80.00

#### **WORLD WAR ONE**

#### **GDW** BLUE MAX 2nd Ed.

Air to air combat over WWI France. This introductory-level game features new rules for altitude levels & damage spinouts. The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of playing lengthy campaigns where novice pilots fight for ace status. Has a bland 22"x28" map, but 60 stunning aircraft counters! \$55.00

#### AH DIPLOMACY

A classic game of abstract, low-luck grand strategy, where 2 to 7 players (each of whom controls a pre-WWI nation) embark on a no-holds-barred contest of empire building. The key ingredients of victory in this addictive simulation of international politics & military imperialism are treachery, bluff and backstabs ("What alliance?"). The mechanics require no dicel Includes 112 plastic counters and a 22"x24" mapboard. An ideal way to find out who your real friends are, and to test the limits of your temperament.

#### DELUXE DIPLOMACY (due Oct./Nov.)

Same as above, but more expensive. This set features a spunky new cover, wooden pieces with flag decals, a single-fold mapboard, plus a new version of the rules.\$100.00? GAMER'S GUIDE TO DIPLOMACY

36 page magazine that features an introduction, details on national strategies & elements of play, notes on postal Diplomacy & tournaments, plus game variants, etc. DIPLOMACY PIECES

#### A bag of plastic counters, as used in the boxed set.

\$3.00

#### KNIGHTS OF THE AIR

Join Europe's elite combatants as they contest for the skies over blasted trenchlines. This is a superior aerial combat simulator for 1 to 6 aspiring pilots, players are able to partake in aerobatic duels or frenzied team brawls. Contains 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. Features variable pilot experience, a fast-playing card-based maneuver system, and historic aircraft capabilities.

#### **PAX BRITANNICA**

A 4 to 7 player game of empire building during the age of colonial expansionism (1880+). The Great Powers vie for global power and esteem as they maneuver naval & land assets to distant lands, establishing colonies and exploiting their resources to pay for further territorial claims & security maintenance. Mechanics include random events, unrest, garrisons, canal construction, treaties, the Chinese Rebellion, minor wars, European tensions, and a threatening Great War. 666 counters & two 22"x32" maps. \$60.00

#### WARLORDS

An entertaining 3 to 7 player game of political diplomacy and military expansionism set in China from 1916 to 1950. The mechanics include famine, revolts, foreign aid, guerrilla warfare, taxation, etc. Victory is dependent upon several factors - bribery, coercion and negotiation, as well as careful resource management and bold militarism. Boxed game containing a 19"x23" map & 252 counters.

#### WORLD WAR TWO

#### **AXIS & ALLIES**

A massive game of global grand-strategy for 2 to 5 players. Beginning in 1942, the world powers must expand their territory to deny the enemy land, and to increase vital production resources. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard & 299 plastic minatures representing land, air & naval assets. Highly recommended, it's a hoot!









**EUROPE AT WAR** 

#### JED **EUROPE AT WAR**

1 to 4 players command the economic & military growth of a European power from 1941 to '45. With 282 counters, representing leaders, infantry, armoured units, elite force, aircraft & naval assets, plus three 8"x22" mapboards. Includes naval elements, Japan's influence, the A-bomb, & political options (ie: the assassination attempt on Hitler). \$20.00

#### **EUROPE AFLAME**

A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. Mechanics include area movement, partisans, para's, garrisons & production. With a 21"x35" mapboard & 236 counters. Great lowcomplexity variant on the grand-strategy theme.



#### JED FIELD MARSHAL

A well balanced hypothetical conflict where each player's battlefield control is hindered or lped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. \$20.00

#### HITLER'S WAR

The European & Mediterranean struggle in a compact format. Players must decide upon war direction, production priorities & research, as these non-combat tasks are a vital aspect of ultimate victory. With 520 counters (mostly chits), a 16"x22" mapboard & 3 scenarios. A quick, colourful coffee-table sized game of grand-strategy. Includes the Allied bombing campaign and the U-Boat threat.

#### AH **NAVAL WAR**

An amusing Beer 'n' Pretzels game of large fleet battles. 3 to 6 degenerate gamers collect an array of multinational warship cards, plus various action cards, and then shout furiously at each other, recklessly flinging dice, until some-one wins! 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast \$25.00 entertainment for old game hacks

#### SQUAD LEADER 4th Edition

An award-winning, and still popular, tactical game of small-unit combat . 712 counters represent leaders, infantry squads, support weapons, individual vehicle, etc. Four 8"x22" mapboards feature urban & wilderness terrain. This is a comprehensive, quality simulation with 12 scenarios for both East and West Fronts. Still damn good. CROSS OF IRON 4th Edition

An east-front expansion module for SQUAD LEADER that features a restructured armor and artillery system, new rules (such as rockets, paratroops, molotov cocktails, snipers, conscripts, etc), plus new troop types (ie: elite), support weapons, and AFVs (ie: BT5's & King Tigers). Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. \$65.00

**CRESCENDO OF DOOM** Introduces the troops, vehicles and equipment of France and England to the system, plus a whole host of minor nationalities; including Poland, Belgium & Finland. With many new rules (such as ski units, assault boats, gliders, trenches, scouts, booby traps, AT mines field promotions, advanced beserk rules, etc), two 8"x12" maps & 1324 counters. \$60.00 GI: ANVIL OF VICTORY 2nd Edition.

Yep, it's the Americans, plus revised infantry counters for the other combatants. Naturally it contains more rule additions (36 pages - including heroes, tunnels, DD tanks, canals, etc), 14 scenarios, 1568 counters, five 8"x12" mapboards plus terrain overlays. \$75.00

#### AH THIRD REICH 4th Edition

A classic grand-strategy simulation. This challenging game covers the war in Europe and the Mediterranean from 1939 to '45, with full historic integration, plus some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) and a 22"x32" mapboard (60 miles/hex). Includes 3 'short' scenarios.

#### ADVANCED THIRD REICH

An all new, complete box set featuring an extra counter-sheet, a stunning new mapboard (painted by the artist responsible for the Russian Front board), plus new rules on integrated diplomacy, national entry-activation, variant events, etc. Due Aug?









UP FRONT

#### UP FRONT AH

Unique game of man-to-man combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. This boxed set includes 322 illustrated cards, most in colour, and 304 counters. Based on Squad Leader, but a little easier. \$60.00

#### BANZAI

Expansion set that introduces the English & Japanese to Up Front. Features new rules for jungle warfare & solitaire play. Contains 80 cards, 63 counters & 12 scenarios \$12.00 DESERT WAR

Features French and Italians units, new rules, plus comprehensive scenario reference charts for all of the Up Front combatants. Contains 70 cards and 63 counters.

#### **WORLD IN FLAMES 5th Edition**

Award-winning Australian game that covers the entire war on two huge 26"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. With 1000 counters (30 nationalities). For 2 to 6 players. Very highly recommended! \$70.00

#### DAYS OF DECISION

1 to 7 players jockey for global preeminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, and numerous other early, peripheral conflicts. The game mechanics include national economies, coups, alliances, elections, new World in Flames campaign rules plus extra minor nationality units. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, plus lots of colourful player aids \$50.00

#### **WWII - EUROPEAN THEATER**

Grand Strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to '45. Includes air & naval operations, production, command structures, etc. The mechanics are detailed - each Seasonal Turn features 4 phases & 10 steps, while Monthly Turns have 6 phases and 28 steps! Components include two beautiful 23"x34" maps & 1200 counters (representing 19 nations).

#### ADVANCED SQUAD LEADER

The most realistic & historically detailed tactical WWII system available. A high quality production that features intricate game mechanics - 2 minutes per turn, 40 metres per hex, and with each counter representing a squad of 5 to 10 men, or a single vehicle, leader & support weapon. Players must be familiar with SQUAD LEADER first!

#### ADVANCED SQUAD LEADER

Rulebook ONLY - a sturdy 3-ring binder with dust cover. Inside are 176 pages of text with 8 data cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance-Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes); plus an index. An outstanding production with superb graphics!

#### **ASL ANNUAL '89**

64 pages - 11 articles, 18 scenarios, and a new counter: Scottish Pipers.

AH ASL ANNUAL '90 \$25.00

64 pages - 8 articles, 19 scenarios, and a new counter: Soviet Mine Dogs (ouch!) \$25.00

**ASL ANNUAL '91** \$25.00

Due July or Aug? Unfortunely this ripper ASL rag may be as expensive as \$30! \$25.00

64 pages

rticles, 16 scenarios, and a new counter: German Mouse.

ASL ANNUAL '92

#### ARMIES OF OBLIVION

We know its title, and it's due out early next year, but that's all folks

TRA

#### **BEYOND VALOR**

Contains an extensive German & Russian force pool: 2396 counters representing a plethora of AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, plus an assortment of troops, markers, ect. More counters than an SPI monster (well maybe not, but it's a good analogy). With four 8"x22" mapboards (#20-23) & 10 scenarios\$90.00









#### RED BARRICADES

#### **CODE OF BUSHIDO**

Presents chapter G - rules for the Pacific theatre, (jungle, bamboo, swamps, rice paddies, kanai grass, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc) plus Japanese additions for chapter H, and an errata sheet for E. With 660 counters, 4 mapboards (#34 to 37) and four sheets of very densely tangled terrain overlays.\$95.00

#### **CROIX DE GUERRE**

Two new mapboards (I think), several counter-sheets and eight scenarios round out this French module. Should be similar in style to Hollow Legions. Due Nov./Dec? TBA

#### **GUNG-HO!**

Contains more rules for chapter G (cave fighting, landing craft, bulldozers, tropical climate, beach and river assaults, naval gunfire, etc), two mapboards (#38 & #39), various beach overlays, 8 scenarios, plus 1008 counters (for the US Marines, early US Army, the complete Chinese OB & landing craft for various nationalities). \$100.00

#### **HEDGEROW HELL**

Deluxe ASL module - contains 8 very good West Front scenarios and four 11"x26" wild-erness mapboards, each with a 2.2" hex grid. These very large hexes eliminate onboard clutter, and allow for a more fluid game.

The Italian supplement. Components include two desert mapboards (#30-31), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pages) and N (4 pages).

#### PARATROOPER

Introductory ASL - details small unit actions with the 82nd & 101st Airborne Divisions during the Normandy Invasion. Contains ALL the necessary counters & markers (478) for the 8 scenarios, plus one (#24) mapboard & chapter K - a 24 page ASL primer! Note requires mapboards #1 to #4 to play (as uses in Squad Leader). \$50.00









THUNDER AT CASINO







PANZER LEADER

Recreates an assortment of guerrilla operations against the Germans and their Axis allies - from the rugged mountains of Greece, to tenebrous Russian forests, and the shattered streets of Warsaw. Contains 260 counters (axis minor infantry and various support weapons), two 8"x12" mapboards (#10 & #32) plus 8 scenarios.

#### **RED BARRICADES**

This Historical Module features the vicious battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters and two 31"x45" mapsheets (with 1 inch hexes). There are 7 standard scenarios and a huge Red Barricades campaign.

#### THE LAST HURRAH!

Eight challenging, and sometimes quirky, scenarios from 1939 to 1941 - the heady, dark years of triumph for the German bilitzkrieg juggernaut. Contains two mapboards (#33 plus a new #11) & 260 counters (featuring Allied minor infantry & support weapons). \$40.00

#### **WEST OF ALAMEIN**

Features 1264 counters representing British vehicles, ordnance, support weapons and troops from 1939 to '45. Plus Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes on British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays.

Obviously this is the American expansion set, it has 1048 counters that contain the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8\*x22\* mapboards (#16 to #19), 8 scenarios, chapter E (26 pages of miscellaneous' rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

#### AFRICAN CAMPAIGN

#### (THE) AFRICAN CAMPAIGN 2nd Ed.

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, & unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences.

#### **BLOODY KASSERINE**

Tunisia '43: Rommel's 21st & 10th panzer divisions, newly equipped with Tigers, prepare to roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, the German's could have captured North Africa. Game mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus varient options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. \$40,00

#### WES DESERT STEEL

A comprehensive simulation dedicated to tactical armour engagements in the desert environment. Detailed mechanics include vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A card based unit-activation system adds more chrome to an already meaty system. \$40.00

#### **GDW** RACE FOR TUNIS

Hemmed in by advancing Allied forces on fronts east & west, the African Korps fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatable his vital funds supply line from an eventual ratios acaustic bases of the strong with the Bloody Kasserine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. With a 22"x17" map & 176 counters.\$45,00

#### GDW SANDS OF WAR

Tactical combined-arms combat in North Africa, from 1941 to 1991. Includes 5 pages of jump-start' rules for beginners, plus more comprehensive mechanics covering such things as advanced munitions, amphibious vehicles, obstacles, visibility, reaction movement, cohesion, etc. Contains 31 scenarios (8 WW2), ranging from Operation Brevity, to Desert Storm, plus a DYO section. With 880 counters and sixteen 11"x17" maps. \$80.00

SANDS OF WAR EXPANSION KIT

Includes new vehicles (from WW2 Italian tanks to modern US Marine amphibious assault & air cushion vehicles), a strategic map & unit-purchase system for campaign play, rules on urban high rises & rubble, five 11"x17" maps, 350+ counters, plus 8 scenarios. \$40.00

#### WESTERN FRONT

#### AIR BRIDGE TO VICTORY

In an attempt to outflank the formidable German Rhine defenses, troops from the 82nd, 101st & British 1st Airborne are dropped into a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if they are to exploit this operation. Battalion level game with rules for initiative, automatic victory, air support, close assault, engineers & integrated maneuver combat. 300 counters, plus 22"x34" & 22"x17" maps. \$60.00

#### **AMBUSH!**

Designed specifically as a solitaire simulation. A system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale is individual men & vehicles. Ground scale is 10 yards per hex. The player leads a squad of American troops on 8 missions through German-occupied France. Contains 218 counters & two 16"x22" maps. Specific objectives must be reached by the player, whilst the game's solitaire mechanics control the reactions of the enemy. \$70.00

#### MOVE OUT! Module 1

An expansion set with 60 new Character & Vehicle cards plus 11 missions.

PURPLE HEART Module 2 \$30.00

Features 13 missions (scenarios), two 16"x11" maps, a 16"x22" map, 108 counters, plus 60 new Character & Vehicle cards.

#### B-17 QUEEN OF THE SKIES

SOLITAIRE Pilot a B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience, and after 25 such flights their part in the war is over. But prowling fighters and ferocious ground fire make the odds of surviving slim indeed. With 88 counters & an 11"x16" mapboard. \$50.00

#### **BATTLE FOR ITALY: 1943 - 1945**

Operational game of the struggle for Sicily and the Italian mainland. This is a bloody big simulation - components include three 34"x22" maps plus 800 counters. Covers the subsequent air and naval conflict in equal detail. More details later, due Aug?

#### BATTLE OF THE BULGE 3rd Edition.

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's Ardennes offensive. Three German armies slam headlong into the Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzer is, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game contains 194 counters, a 14"x22" mapboard, plus a 40 page book with detailed historical background and playing hints.

#### D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. Big box, quality components, historical battle manual, and a pretty good price - at leas for Avalon Hill anyway! Better description provided next catalogue. Due soon? \$45.00

#### JED FORTRESS EUROPA Unboxed

An entertaining game covering the West Front campaign, where both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. With 400 counters and a 22"x24" map. \$12.00

#### HITLER'S LAST GAMBLE

In a desperate bid to shatter the inexorable Allied advance, 19 refurbished German divisions attempt to capture Antwerp, and drive a wedge between the English & US armies, by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a comprehensive 'Bulge' simulation, the rules feature a wealth of optional material plus exciting variants. With 800 counters & two detailed 21"x32" maps. \$45.00

#### LUFTWAFFE

The objective of the American strategic bombing campaign was the destruction of key industrial and military targets. The Germans best defense against these devastating strikes were their formidable interceptors, but with limited air assets the battle for air superiority would require shrewd judgement of the enemy's objectives. Covers the air war from 1943 to '45. With 277 counters and three 8"x22" mapboards.

#### MUSTANGS

A new title in the entry-level, Smithsonian Institution series. More details later, due? TBA

#### **OBJECTIVE: SCHMIDT**

After exploiting a breach in the West-wall, the US 112th Infantry Regiment finds itself isiolated deep within Hurtgen Forest, and under increasing pressure from fierce counterattacks. This tactical recreation features 14 scenarios, a campaign game, four variants (including a Gross Deutschland Tiger platoon), a 22"x34" map (125 yards per hex), and 840 counters (representing platoons & individual AT guns & tanks).

#### OMAHA BEACHHEAD

A battalion level game depicting the tense ten day struggle for control of Omaha beach, and a possible American drive toward Saint Lo. Mechanics include naval barrages, airstrikes, armor combat, variable German reinforcements, ranger assaults, resistance nests, etc. With 3 scenarios, a 32"x22" map (1km per hex), and 288 counters. \$30.00









**OMAHA BEACHHEAD** 

VIC. **OPEN FIRE** 

SOLITAIRE The player commands a U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. With six missions, 210 counters and a 22"x32" map (50 metres per hex). Based on the Ambush! tactical system, the rules feature captured vehicles, close assault, mines, bunkers, morale, improved crew skills, etc.

#### **OPERATION MERCURY GMT**

Operational level game focusing on the air, land, and sea battle for the island of Crete in May 1941. Uses the award winning system from Operation Shoestring, enhanced with mechanics detailing paradrops, amphibious landings, air superiority, automatic victory conditions, and more. With 300 counters and two 34"x22" maps. Due Aug? \$60.00

Damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to '45. With 20 scenarios, 384 counters (platoons) & four geomorphic 8"x22" mapboards (250 metres per hex). Victory is rewarded to the successful integration of all combat assets - from aircraft to infantry.

PANZER LEADER 1940 VARIANT

10 scenarios highlight the tactical aspect of Germany's brilliant campaign in France during 1940. The British and French had some superior AFVs, but their combined-arms expertise was inferior to that of the Germans. With 192 silhouette-style counters. \$18.00

WES

SOLITAIRE Recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Contains 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is difficult, and no one campaign plays the same. \$60.00

**RAID ON ST. NAZAIRE** 

SOLITAIRE 1.28 AM, March 28th 1942 - a small flotilla of torpedo boats and British commandos began a daring raid on a German-occupied French port. Within in the next few hours this heroic force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers, and frantic Stosstruppen. This is a tense game of squad-level combat & demolition where objectives must be eleminated quickly. With 260 counters plus a 16"x33" mapboard.

VIC SHELL SHOCK

Players begin the game with tactical objectives, before play they 'purchase' the amount of infantry squads they need, and then equip them with a variety of assets (such as barbed wire, artillery support, heavy weapons, fox holes, etc). Components include 5 maps, 540 counters, and 6 variable-ending scenarios. Mechanics include hidden defense, combat saavy, engineers, AFVs, mines, fate, & random events. Based on Ambush! \$40.00

WES ST. LO

A month after the Normandy landings the Allies were struggling to break tenacious German resistance in the labyrinthine hedgerows. Concerned about the consequences of a determined counter-attack, the Americans were resolved to capture the fortified town of Saint Lo, and thus prepare the way for operation Cobra. The battalion-level mechanics feature fluctuating troop morale, the role of artillery observation, and the uncertainty of sudden enemy moves. Includes a 34"x22" map & 400 countries. Boxed. \$25.00

THUNDER AT CASSINO

Vicious skirmishes raged across the steep, rubble strewn slopes of Monte Cassino, whilst in the shattered town below tanks & infantry fought for control of the streets. In the end the Allies would have 80,000 casualties, courtesy of the tenacious 1st Fallschirmjager Division. This game employs a quick simultaneous (area) movement system that maintains traditional action-reaction phases by using alternating fire or move impulses Unique night and smoke rules promote an exciting game of maneuver and counter-attack. With 478 counters plus a 22"x24" mapboard. \$40.00

AH (THE) WAR AT SEA

A great introductory-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Individual vessels, represented by 117 large counters, engage in battle for control of the North Sea, Atlantic, Mediterranean and Barrents Sea. War at Sea's mechanics promote a tight contest of cunning and bravado that even experienced players will find entertaining!

WAR AT SEA 2 (Expansion)

Contains a 22"x24" mapsheet (adding the Black Sea, the Caribbean Sea & the Cape of Good Hope), 80 counters featuring more German, Italian & Allied ships (7 Russian, 26 French, 3 Greek, etc), plus variant rules for surface raiders, frogmen & X-Craft. \$20.00

#### EASTERN FRONT

**EDELWEISS** 

Recreates the 1942 invasion of the Caucasus: two German armies attempt to capture the petroleum works deep in south-east Russia before a Soviet winter offensive can counter their drive. This is a definitive East Front simulation with excellent mechanics that feature demanding supply rules & peripheral partisan activity. Contains 4 scenarios, a campaign (with a variant-history Order of Battle), 720 counters and four great 22"x34" maps.\$75.00

**PANZERBLITZ** 

From blitzkreig to bloody quagmire, the armoured might of Germany & Russia represented the cutting edge of tactical weapons technology. Their tanks were the feared knights of the mechanical battlefield, machines of war designed for mobility and destructive prowess alone. This classic game features 12 scenarios of company & platoon level tactical combat. With 352 counters (which includes infantry, AT guns & light vehicles) four geomorphic 8"x22" mapboards.









PRELUDE TO DISASTER











PRELUDE TO DISASTER COA

May 1942, 4 Soviet armies shatter the south Ukraine front. Hammering the stunned German defenders, this vengeful juggernaut prepares to liberate Kharkov and seize the Dnepr River crossings. German reinforcements, assembled for operation Fridericus, are rushed into battle to try and encircle the Russian offensive. Mechanics include airpower, partisans, variant forces, plus optional (historic) command restrictions. With 720 counters, one 22"x34" map (5 miles per hex), each turn equals 2 days. Due soon?\$50.00

**RUSSIAN FRONT** 

Recreates Operation Barbarossa - Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the obligatory motherof-all-campaigns. Features basic, advanced & optional rules, with the inclusion of naval & air assets. Combat occurs within the hex (units suffer incremental loses), and can take more than a round to resolve. With 518 counters and a great 32"x22" mapboard. \$65.00

RUSSIAN CAMPAIGN Series II

This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought campaign game for both beginners & veterans alike, still highly recommended after all these years. \$25.00

STAND AND DIE

Borodino, Oct. 1941 - lead elements of Hitler's military machine make a desperate lunge for Moscow before Soviet reinforcements, and a severe winter, finally blunt the offensive. Because of the high proportion of armored and motorised units, this is a very fluid game because of the might proportion of all motivations during the might be that presents an ever-changing tactical situation. Mechanics include air support, and engineers, plus substantial differentiation of the weapons involved. With 650 counters (company level), and two 19"x28" mapboards (500 meters per hex).

**TURNING POINT: STALINGRAD** 

Uses semi-simultaneous movement to recreate the dazzling initial German break-throughs which almost won Stalingrad in the opening days of battle, only to be turned by valiant resistance from the last defenders. Unique battalion-level combat mechanics prompt shock penetrations, explosive overruns & costly stalemates. Includes variable day-night impulses, solitaire suitability, and the dreaded (optional) Sudden Death Victory Conditions. With a lavish 16"x44" mapboard (area movement) & 394 counters. STALINGRAD EXPANSION KIT

Contains 96 new unit counters and 120 extra game markers. These formations are in the parent game's campaign Order of Battle, but miserly Avalon Hill didn't include 'em.\$12.00

July 1943 - Hitler's most powerful armoured legions were ordered to sever the Kursk salient, instead they smashed headlong into a staggered defense, as deep as 110 miles in places, and bristling with weapons. Germany's destiny would be forever doomed. Components include a 34"x22" map and 400 counters (at brigade, regiment & battalion level). Turns consist of air, anti-tank, counter fire, assault, and movement phases.\$45.00

#### PACIFIC THEATRE

**BATTLE HYMN** 

SOLITAIRE Man-to-man combat between the tenacious Japanese and nuggety U.S. Marines. The mechanics allow the fanatical Japs to respond tactically to all player strategies in an intelligent manner (ie: grab some mines & throw themselves under a tank). All the combatants controlled by the player are individually rated for initiative, perception, command & vehicle/weapons skills. Features 8 scenarios, 218 counters, 3 maps (10 yards per hex) & 90 character-vehicle cards. Uses the Ambush! system.\$40.00 LEATHER NECK

Battle Hymn expansion set containing 4 comprehensive missions, rules clarifications & errata, 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. \$15.80

SOLITAIRE Covers the southwest Pacific naval campaigns from 1942 to '43. The game system mimics historical Japanese tactics based upon randomly determined objectives missions & force strengths. Mechanics include radar, night battles, air searches, surprise attacks, limited intelligence, an amusing (and downright lethal!) 'Final Countdown' variant engagement, scenario generation and much more. Components include a 22"x32" map (33 miles per hex), and 780 counters (individual ships or groups of 8 aircraft). \$75.00

OME CARRIER WAR

Strategic & operational level campaign game that covers the war from late 1941 to '44. Includes Allied & Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, airborne & amphibious operations, army intelligence, engineers, naval repairs, forts, air searches, subs, solitaire-play options, and much more. With 3 levels of rules complexity, 7 scenarios, a big campaign, 800 counters and a 22"x30" map. \$50.00

An exhausting and tense simulation of the Solomon Sea battles in '42. The hidden move ment & aircraft endurance system will test every player. Mechanics include variable aircraft ordnance, carrier & base readying & launch abilities, weather, high/low altitiudes, air interceptions, etc. Although often frustrating, patient players with a penchant for book-keeping will really enjoy this. 5 scenarios, 1300 counters & a 28"x44" mapboard. \$80.00

GUADALCANAL

Covers the 1942 battles of East Solomons, Santa Cruz, and of course Guadalcanal - the Japanese were outnumbered in the air, but had a more powerful fleet. The mechanics feature hidden movement on 2 identical searchboards - here players use aircraft to probe for enemy ships. Once discovered, surface vessels must prepare to tangle with sw of bombers, or duel with mighty battleships on a separate battleboard. Due Oct? \$45.00

(OLD) MIDWAY

American and Japanese fleets ply the ocean in search of prey, their carrier-borne aircraft ready to blow the elusive enemy out of the water. This game features a nail-biting hidden-movement system whereby players must send planes on 'Search & Destroy missions to flush out enemy vessels. With 3 levels of complexity, 235 counters, a 14"x22" Searchboard and a 14"x22" Battleboard. A classic game for beginners. \$25.00

(NEW) MIDWAY

Not to be confused with the above title - this Smithsonian Institution series game plays on one standard board. In 1942 the Japanese hoped to lure the outnumbered U.S. fleet to one standard board. In 1942 the Japanese hope to he the decoded their messages and were thus prepared for the battle. Includes basic and optional advanced rules, an historic illustrated battle manual, and more. Further details next catalogue. Due Aug?

\$45.00

OPERATION SHOESTRING

Company-level game of the battle for Guadalcanal. The air and naval conflict is fully integrated with the ground fighting. Mechanics feature engineers, Japanese hidden units, limited US intelligence, close assault, naval bombardments, Banzai charges, automatic victory conditions, fatigue, supply, etc. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players.

23 AirFlot F-Boat 111 3 4 695 3 0 \* VICTORY IN THE PACIFIC

VIC PACIFIC WAR

A meaty campaign game of the Allied struggle against Japan, from 1941 to '45. The Japanese player must move decisively, and prepare for the eventual backlash from a rejuvenated Allied war machine. But with a very astute strategy, and careful resource management, the Emperor will indeed be able to sip his green tea by Sydney harbor. With 20 scenarios, 2340 counters, and two 22"x32" maps. Includes fully integrated air, land and naval mechanics, as well as a streamlined logistics system.

**TOKYO EXPRESS** 

SOLITAIRE A game of the desperate nightly naval battles fought off Guadalcanal in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a 2 player game option, 676 counters, one 22"x32" map and 120 Gunnery cards. \$80.00

VICTORY IN THE PACIFIC

A 'War at Sea' style Pacific war campaign game (1941 to '45). The emphasis is on enter-tainment value rather than grueling mechanics. Play is fast-flowing and quite intense as players maneuver their land, air & sea assets over the 22"x28" (area movement) mapboard. Contains 318 large counters that concentrate on individual naval units.\$55,00

WWII - PACIFIC THEATRE

A strategic-operational level campaign game that covers the conflict from 1937 to '45, including the peripheral land battles that were fought on the Asian mainland. Mechanics include island hopping amphibious operations, carrier raids, industry, and the impact of subs. Features monthly turns, 11 scenarios, 1200 counters, and two great 23"x34" maps (100 miles/hex). It can be played in conjunction with WWII - European Theatre. \$85.00

#### **POST WORLD WAR II**

FLASHPOINT: GOLAN!

The fifth Arab-Israeli war begins around the Golan Heights & the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention, are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. With two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). KREMIIN

3 to 6 devious players attempt the treacherous climb up to the pinnacle of the Soviet Politburo. Power politics have never been so brutally humorous, as ambitious ministers vie for the position of Party Chief. The prospect of a sudden backstab from a ruthless comrade, and a one-way trip to the Siberian salt mines will keep everyone on edge satirical card-based boardgame, although dated, for an enteraining evening!

KREMLIN - REVOLUTION

An expansion kit based on the 1923 twelfth Party Congress. Features 34 new Intrigu cards plus 26 historic personality cards

(THE) KOREAN WAR

Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN airdrops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios.

(THE) SANDS OF WAR

Tactical combined-arms combat in North Africa, from 1941 to 1991. With 31 scenarios (23 post WW2), plus a complete DYO section. See page 7 for further details. \$80.00

SILVER BAYONET

Vietnam 1965 - an NVA Division attempts to capture Pleiku from a stunned II Corps. The 1st Cav, fully airmobile but untried in combat, is rushed to the Central Highlands to arrest the enemy's momentum. This company level simulation includes automatic victory conditions, close assault, gunship support, hidden NVA units, limited US intelligence, etc. Contains 200 counters, a 22"x34" map, 12 scenarios & "What if?" variants. \$50.00

Case Geld - the Axis invasion of America. Game mechanics feature national morale, technological developments & specialised units. Scenarios include variable 1941, '44, '46 & '49 invasions. Contains 800 counters (representing regiments, divisions, corps, fleets & air groups) plus four 22"x33" maps (from Alaska to Colombia).









FLASHPOINT: GOLAN!

TOMORROW THE WORLD

In 1948 the victorious superpowers of Germany and Japan, plus an assortment of foreign legions, prepare to slug it out for total global domination! Features land, air & naval assets, with optional rules for rebellions & nuclear strikes. Contains 5 scenarios, a grueling campaign game, 400 counters, and a 22"x34" mapsheet.

**VIETNAM 1965-1975** 

This war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require carefull planning to win, as the game mechanics realise the manifold difficulties that the combatants faced. With 780 counters and two 22"x32" maps. \$60.00

#### **WORLD WAR THREE**

**AIR SUPERIORITY** 

A superb simulator of modern aerial combat, 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the stealthy F-19A. Contains four 10"x15" maps, and 30 scenarios (3 of which are solitaire). Game mechanics include gun combat, missiles, radar, electronic warfare, fuel consumption, and weather conditions. This popular game is suitable for two or more players.

AIR STRIKE

An expansion set for Air Superiority that introduces air support & ground strike missions, as well as specialty aircraft, anti-aircraft defenses plus terrain-following flight. Contents include 480 counters (featuring 32 new aircraft types, 38 different AA systems & various ground targets), six 10"x15" maps, plus 25 scenarios. \$55.00

GUNSLINGER

For further information, refer to THE SPEED OF HEAT listing on the following page.



#### ATTACK SUB

A simple and fast playing two-player card game of submarine warfare that utilises 48 Ship data briefs & 128 Action cards (which determine contacts, firing formulas, etc). 13 scenarios cover all manner of engagement, from lone subs stalking prey, to combined fleet engagements. A very entertaining game that only takes 10 to 60 minutes.

#### **BATTLEFIELD: EUROPE**

With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed desire to restitute ancient borders. Contains 15 tactical scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. With four 11"x17" maps and 700 counters.

#### **CENTRAL AMERICA**

South American gunship diplomacy; 25 scenarios (with a DYO section) detailing covert, guerrilla, insurgency & conventional military operations. This is a game of variable intensity combined-arms conflict in sub-tropical terrain. With 780 counters (representing the armed forces of over 17 nations) and a rugged 32"x22" map. Mechanics include Arclite strikes, paradrops, amphibious assaults, weather, supply, and chemical warfare. \$50.00









**GULF STRIKE** 

#### **GMT** CRISIS: KOREA 1995

Features a fluid, flexible air/land system with variable combat options. With 600 counters (the U.N., U.K., Aust., etc), multiple scenarios, and two maps. Due Aug/Sept?

#### **FIREPOWER**

Man-to-man warfare in the European and third-world environment. Recreates squadlevel actions, concentrating on the impact of modern weapon systems and their effective deployment. Features squad organisation tables for over 50 nations, three levels of rules complexity, some solitaire scenarios, 216 counters (representing individual soldiers & vehicles), and four 8"x22" mapboards (5 yards per hex).

#### FLIGHT LEADER

2 to 8 pilots engage in aerial dueling from 1950 Korea to the 1990's Europe. The fast-playing rules allow for solitaire dogfights as well as more complex multi-flight brawls. With 520 counters (over 200 aircraft types) and an amazing 22"x32' mapboard.

#### **GULF STRIKE 3rd Edition**

The battle for the Persian Gulf at both operational and strategic level - players must maintain regional sea & air lanes to keep front-line forces supplied & reinforced. Inte-grated air, land & naval mechanics allow for massive coordinated operations. Features engineers, artillery (including rocket), air defense, special forces, NBC capable units, dozens of aircraft types, and individual ships. Contains 1240 counters (representing 16 nations), five maps, seven scenarios, plus a Desert Shield update kit.

#### GMT HORNET LEADER

SOLITAIRE The player leads an F18A Hornet squadron on a variety of missions - naval strikes, fleet air defense, ground attack, etc. Every mission runs differently when replayed, and can be finished in under half an hour, with up to 5 hours required for each of the 9 campaign games. Contains 200 counters, 110 great illustrated cards and a 22"x17" Combat Display. Quite an engaging, colourful game for those with limited time.

An excellent tactical game of European combined-arms combat. Mechanics include thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, barbed wire, entrenchments, camouflage, fighter-bombers, air mobility, unit integrity, troop quality, doctrine, command-control, etc. With 436 counters (squads & individual vehicles), four 8"x22" mapboards (100 meters per hex), 3 levels of rules complexity, plus platoon, company & battalion organisational tables.

#### SUPREMACY

Two to six megalomanic players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is acheived thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as vital as a naval blockade. Contains a 30"x 20" gameboard, a wad of pla money, 65 Resource cards, and lots of plastic markers (for armies, fleets & nukes)\$90.00

#### SUPREMACY BULES 3.0

The latest edition rulebook, more details later - due Aug?

#### THE MIDDLE POWERS

Two new strategic powers - Australasia & Canarctica. With 216 plastic markers. \$30.00 THE HIGH TECH EDGE #2

Increases the power of strategic nukes, L-stars, neutron bombs & killer satellites, \$40.00 MEGA SUPREMACY RULEBOOK

186 page softcover detailing the rules introduced in the eleven original boxed supp ments. Includes new mechanics, detailed turn phases, lots of charts & tables, etc.\$45.00

#### TAC AIR

American & German forward deployed forces must stop the invading Soviets from breaking through the Hof Gap. Although the theme is dated, this is a damn good air-land game that captures the essence of fast moving & hard hitting combined-arms strategy & tactics. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries) and a 32"x22" mapboard (1 mile per hex). \$70.00

#### THE SPEED OF HEAT

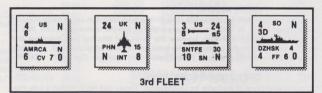
\$10.00

Produced by the exceptional Clash of Arms, this game was to be GDW's Gunslinger, but some serious in-house squabbling ended that marriage! We know very little about this beast, except that it's a tactical air-to-air simulation set during Korea and Vietnam. Components include a 72 page rulebook with programmed instruction for beginners, and 240 utterly arty counters. It may be due October, perhaps (hopefully). \$70.00?

#### THUNDERBOLT & APACHE LEADER

SOUTAIRE Same system as Hornet Leader, but with an obvious change in hardware. SOLITAIRE Same system as Hornet Leader, but with an obvious change in hardware, highlighting teams of nuggety ground-attack weapons. Players select the aircraft, weapons, tactics & crews to defeat a host of encounters - anything from busting tank columns, to dueling with hunting gunships. Components include 300 great counters, 110 superbly illustrated cards, and a 17"x22" combat display. Quite intense! \$65.00

#### THE FLEET SERIES



Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 nautical miles per hex. Three levels of rules complexity are comprehensive, but not unwieldy, covering everything from paradrops & tactical nukes, to vessel replenishment & satellite detection. This garne covers a desperate war of attrition in the North Atlantic during WW3. Contains 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios.

#### 7th FLEET

The Far Eastern Soviet fleet lashes out at Japan and her neighbors. Contains 740 counters (from 11 nations, including Australia), three 22"x32" maps, 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, etc. \$85.00

This beast covers the conflict in the Indian Ocean - from the Persian Gulf to the Strait of Malacca. Political options highlight the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), three 22"x32" maps, 9 scenarios and 3 three-map campaigns. Mechanics include deep-diving Soviet subs, weather, sea-skimming SSMs, minesweeping choppers, mid-air refueling, etc. \$85.00

#### VIC 3rd FLEET

A medley of naval operations with three 32"x22" maps - the cold North Pacific Aleutian Islands, the mother of all Caribbean Cuba-crisises (what American paranoia?), and a monster slugfest in the eastern Atlantic. Features 740 counters (from 15 nations, with each unit evaluated in 10 different areas of modern combat), and 12 one-map scenarios (3 being advanced). New mechanics include stealth aircraft, torpedo decoys, fast SSM's long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines.



#### BATTLETECH

31st Century tactical combat system set in a empire-splintered galaxy where five massive Successor States battle for ultimate control. In this violent epoch the dark gods of war are the Battlemechs: huge ambulatory weapon platforms bristling with an array of ultra-tech armaments and piloted by the military's elite - the new knights of the battlefield.

BATTLETECH 2nd Edition

A game of future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are simply a contest of survival, but to the victor come great spoils water and the remnants of lost technology. Components include 48 color 'Mech counters, 120 markers, two 22"x18" maps, and the 104 page Battletech Manual (with Aerotech & Citytech rules). Highly popular with the miniatures crowd, ideal for group play. \$35.00

BATTLETECH 3rd Edition

Features updated mechanics from the Battletech Compendium, introductory scenarios, pregenerated 'Mech record sheets, plus about 14 plastic 'Mech miniatures.

**AEROTECH** 

Boxed Supplement

Introduces the mechanics for atmospheric & orbital combat using Aerospace fighters & Dropships. Contains 224 counters plus a 22"x36" map, boxed.

AEROTECH KIT \$40.00

As above, but without the rulebook & box.

BATTLEFORCE Related Boardgame Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the much feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement.

**BATTLETECH REINFORCEMENTS II Boxed Supplement** Contains colour 'Mech counters plus record sheets from the Tech' Readout #3050.\$40.00

FAS BATTLETROOPS Related Boardgame

A fast simulation of tactical platoon actions in the urban environment. 2 or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & 200 markers. CLANTROOPS

Expansion set that introduces the Clan invasion to Battletroops. Features rules for new terrain, weapons, equipment, and both Inner Sphere & Elemental battle armour. Includes 16 scenarios, Over 150 colour counters, and five bland 22"x34" mapsheets. \$35.00

**Boxed Supplement** 

Urban combat rules for BATTLETECH. Introduces infantry and an array of conventional fighting vehicles. With 256 colour counters and two 22"x17" maps. Boxed. \$50.00

CITYTECH KIT

As above, but without the rulebook & box

FAS **SOLARIS VII** Boxed Supplement Source material for Battletech & the Mechwarrior RPG detailing a mercenary world devoted entirely to spectacular gladatorial contests, and the machiavellian intrigues of courtly politics. Contains a colour tour of the city, five Great House Arena maps, a Game World Gazetteer (personality profiles of the premier stable patrons, etc), a gamemaster's guide, and the battleMech Dueling System featuring new tectical options. \$60.00

FAS THE SUCCESSION WARS Related Boardgame Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 'Mech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game of bloody confrontations, mighty alliances and terrible deceit! \$60.00

#### BATTLETECH SUPPLEMENTS

(THE) BATTLE FOR TWYCROSS 15 violent scenarios following the dramatic rise and fall of the infamous Falcon Guards, from Clan Jade Falcon. \$18.00 BATTLETECH COMPENDIUM A 150 page softcover containing a wealth of new rules & clarifications, plus data on Star League & Clan technology, etc. \$20.00 BATTLETECH MAP SET Contains Six 22"x18" maps - 1 each of scattered woods, city ruins, desert hills, mountain lake, plus the Citytech & Battletech maps. \$40.00 BATTLETECH MAP SET #3 Eight 18"x22" mapsheets depicting desert mountains (2), desert sinkholes (2), rolling hills (2) and city (residentual) hills. \$35.00

BATTLETECH MAP SET #4 Eight more 18"x22" maps featuring heavy forest (2), city streets (2), large lake (2), and a drainage basin (2). \$35.00 McCARRON'S ARMORED CAVALRY A collection of scenarios and historic data. plus a campaign-length game with optional rules for creating deadly instalations.

'MECH RECORD SHEETS #1: LIGHT Individual pregenerated record sheets for 54 different 'Mech types, each containing an Armor diagram, individual vehicle data, a critical hit table, and a heat scale. MECH RECORD SHEETS #2: MEDIUM 60 Mech variants. \$16.00 'MECH RECORD SHEETS #3: HEAVY 72 'Mech variants. \$16.00 'MECH RECORD SHEETS #4: ASSAULT 50 'Mech variants. \$16.00 'MECH RECORD SHEETS 3025 Record sheets from Tech' Readout 3025.\$16.00 'MECH RECORD SHEETS 3055 I think the title adequately explains all. \$16.00 MORE TALES OF THE BLACK WIDOW An older, voluptous Natasha Kerensky and her mercenary band kick some serious Clan ass! With 15 scenarios. OBJECTIVE RAIDS Provides data on the garrisons plus commercial & military facilities of more than 100 planets in the Inner Sphere - for quick 'n' dirty raids! \$30.00 PLASTECH 16 1/300th scale plastic 'Mechs - ideal size for the BT map sets. \$35.00 TECHNICAL READOUT #1 3025 Detailed game statistics and hard tech data for 55 'Mechs variants, plus smaller conventional vehicles, combat aircraft, ect. \$25.00 TECHNICAL READOUT #2 3026 Good sourcebook on combat equipment & pons for the individulal soldier, as well as details on tanks, naval vessels, etc. \$27.00 TECHNICAL READOUT #3 2750 Game data on earlier 'Mechs types, aircraft, tanks, hovercraft, personal equipment and starships. TECHNICAL READOUT #4 3050 Information on Clan equipment, plus the Inner Sphere response. Includes con-struction, electronics, Omnifighters & BattleArmor.\$30.00

TECHNICAL READOUT #5 3055 Illustrations (some in colour), descriptions & statistics for Inner Sphere 'Mechs, Clan OmniMechs, Omnifighters, second-line Battle-Mechs, and refits - over 70 new weapons of mass destruction at your fingertips! \$30.00 VEHICLE RECORD SHEETS Pregenerated record sheets for all the conventional military vehicles introduced in the tech' readouts #2750, 3025 & 3026.

#### **BATTLETECH NOVELS**

WOLF PACK		\$10.00
LETHAL HERITAGE	Blood of Kerensky Vol. 1	\$10,00
BLOOD LEGACY	Blood of Kerensky Vol. 2	\$10.00
LOST DESTINY	Blood of Kerensky Vol. 3	\$11.00
WAY OF THE CLANS	Legend of Jade Phoenix Vol. 1	\$10.00
BLOOD NAME	Legend of Jade Phoenix Vol. 2	\$10.00
FALCON GUARD	Legend of Jade Phoenix Vol. 3	\$10.00

See MECHWARRIOR (in Roleplaying section) for more BATTLETECH related products.

#### CAR WARS

**CAR WARS DELUXE** 

A fast-playing family game of automobile combat on the freeways in the year 2040. Players design armoured and armed vehicles, then employ them on the road in a delirious frenzy of mindless mayhem, harrowing havoc and bloody vengeance. Contains 300 cute colour counters, 1 city map, 1 truck stop map, and 6 road maps. Includes rules for armed pedestrians, fortified trucks and motorbikes with sidecar weapon-pods. \$60.00

#### CAR WARS COMPENDIUM

A collection of rules from the Deluxe set, Boat Wars, Dueltrack, the Uncle Albert's Catalogues, and Autoduel Quarterly. Includes an index & reference cards, 112 pages.\$40.00 MINI CAR WARS

A cute little introductory game with only 17 paper counters & some tiny roadmaps. \$2.50 VEHICLE DESIGN SHEETS

60 record sheets for cars, bikes & boats - with control/crash tables, etc. MIDVILLE

Contains four big, linked 21"x32" maps that emphasis the central business district.\$25.00 CW EXP. SET #1 124 counters and 24 paper road sections \$12.00 CW EXP. SET #8

Introduces Helicopters to the game. With 19 counters & two 21"x32" colour maps. \$10.00 MUSKOGEE MAYHEM

A monster, grueling duelling track that features homicidal hitchhikers, berserker cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. \$35.00

#### RENEGADE LEGION

INTERCEPTOR

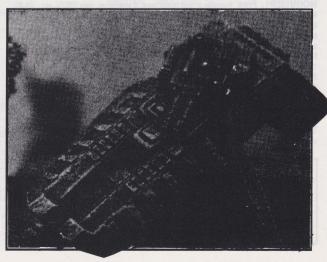
Set in a dark future where the rebel Commonwealth battles the tyrannical Terran Over-Lord Government and its New Rome empire. This is a detailed tactical starship combat simulator that features detailed flow-chart internal damage rules and a wide selection of variable-penetration weapon systems. Includes 156 counters & two 21"x35" maps. \$60.00

THE FIRE EAGLES Contains 15 scenarios.	\$15.00
T.O.G. FIGHTER BRIEFING Histories, statistics & illustrations for 20 ships.	\$18.00
COMMONWEALTH FIGHTER BRIEFING As above.	\$18.00
DISTANT FIRE A campaign scenario book of the battle for Gustaviv's Regret	\$20.00

FAS I EVIATHAN

Features the same excellent system as Interceptor, but concentrates on the lethal slugfests fought out between awesome kilometer-long Capital Ships, and smaller fleet support vessels. Includes a comprehensive damage system, two 22"x34" maps, 22 3D counters & 320 standard counters. Can be played in conjunction with Interceptor. \$60.00

LEVIATHAN CAPITAL SHIP BRIEFING Historic and statistical data on 55 battleships, cruisers, frigates & interceptor carriers, with illustrations. \$25,00 THE WAKE OF THE KRAKEN A campaign history with 15 scenarios \$18.00 DISTANT FIRE A campaign scenario book of the battle for Gustaviv's Regret \$20.00



#### **CENTURION** 2nd Edition

A superb simulator of future tactical air-land combat - rife with GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satallites, and other such family favorites! The mechanics feature a detailed flow-chart damage system, variable-penetration munitions, and excellent vehicle designs. Contains van array of game markers, two double-sided 21"x34" maps, and 36 plastic 1/285th scale miniatures. Can be used in conjunction with Interceptor, Leviathan & Legionnaire. \$60.00

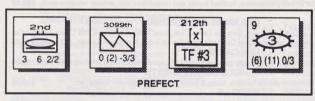
(TOG) CO-HORT PACK \$40.00 Fifty-four 1/285th scale plastic vehicles - 18 Horatius, 9 Romulus, 18 Aeneas & 9 Lupis RENEGADE LEGION CO-HORT PACK \$40.00 Fifty-four 1/285th scale plastic vehicles - 18 Liberator, 9 Spartius, 18 Wolverine & 9 Viper. HARBINGERS OF DEATH 11 scenarios \$18.00 2ND ARMORED CAVALRY REGIMENT 12 scenarios. \$18,00 CENTURION VEHICLE BRIEFING History & statistics for 50 AFVs. \$22.00 DISTANT FIRE A campaign scenario book of the battle for Gustaviv's Regret \$20.00

#### PREFECT FAS

An ambitious boardgame thast covers complex operational-level planetary invasions. The mechanics allow for covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Components include an operational briefing book, over 800 counters, a 21"x34" planet map, a 21"x34" system map, several scenarios, DYO invasion options, and campaign notes for incorporating the Interceptor, Leviathan, and Centurion games.

#### SHANNEDAM COUNTY SOURCEBOOK

Introduces the 40 major & 46 minor systems located in Shannedam - each location has its history, geography, industrial facilities & military units described. 120 pages.



#### STAR FLEET BATTLES

#### STAR FLEET BATTLES BASIC SET

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a sprawling multi-player campaign game wherein 7 galactic empires compete in the exploration & conquest of space. Features a very detailed tactical comb

#### **CAPTAIN'S EDITION RULEBOOK**

This comprehensive, and rather expensive, boxed set contains the Star Fleet Battles Basic Set rulebook described above, as well as the rulebooks from Advanced Missions, New Worlds I, and New Worlds II. Includes various reference charts, etc.

#### **ADVANCED MISSIONS**

Boxed rules expansion with a 192 page rulebook (passive fire control, catastrophic damage, advanced drones, the deadly mauler, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, new monsters, etc.), a 144 page SSD book (100+ new ships), 20 scenarios & 216 counters. \$65.00

CADET TRAINING MANUAL An introductory SFB system-primer for novices, TBA CAPTAIN'S LOG #9 80 page SFB quarterly (?) book with scenarios, new SSDs, a 20"x24" colour open-space map, and more. CAPTAIN'S MODULE B Contains six strange 22"x29" starmaps - including an asteroid belt, an asteroid field, a ringed gas giant, a black hole, plus scenarios. \$10.00 CAPTAIN'S MODULE J: Fighters includes rail-launched anti-drones & new carriers, drones, fighter pods, etc. 80 pgs of rules, 48 pgs of SSD's & 324 counters \$40.00 CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules for engine endurance, Deathriders (suicide PFs) & PF crew quality. With scenarios, SSD's, etc. \$40.00 CAPTAIN'S SSD PACK Contains all SSD's from the Basic Set, Advanced Missions, plus New Worlds I & II - over 300 starships. With damage & impulse charts. \$40,00 MODULE D1: Veteran's Master Ship Chart Details every ship listed in the Commander's SFB, and all the issues of Starletter. \$9.50 MODULE P1: Frax Includes a new minor race, 8 scenarios, new SSD's, etc. \$9.50 MODULE P2: X-Ships X-Ship rules, SSDs, etc. Plus the Romulan Civil War. \$9.50 \$9.50

**MODULE P3: Scenarios** NEW WORLDS I 48 page book detailing the Hydran Kingdom, the Lyran Star Empire & the Wyn Star Cluste. Includes 64 page SSD book, 108 counters, plus scenarios. \$30.00 NEW WORLDS II 64 page book describing the Andromedan invaders, the Neo-Tholian 312th Battlefleet, & the Interstellar Concordium. With SSD's & counters. \$30.00 SCENARIOS BOOK #1 Module S1: 51 scenarios, with an asteroid-belt map.\$20.00 STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. TBA TACTICS MANUAL - CAPTAIN'S EDITION 112 page book that provides information on winning battles through power & energy, fire power, maneuver, foreign race tactics, ship class tactics, and special subjects (cloaking, EW, mines, etc). TOURNAMENT BOOK 1991 Features tournament rules & Cruiser SSDs, player charts (turn impulses & damage/energy allocation), plus 216 counters









STAR FLEET BATTLES

#### HERE'S THE REST OF 'EM ...









**IMPERIUM** 

#### ADVANCED SPACE CRUSADE GAM

This game, despite the title, is NOT a supplement for Space Crusade (down the bottom of this column). Recon and Assault squads of Space Marine Scouts are inserted into the immense living bio-construct ships of the invading Hive Fleet Kraken. Their mission is to explore the intestinal labyrinths within, fighting off the powerful Tyranid warriors of the Hive Mind, searching for vital organic devices to sabotage. Encounter cards are used for ship exploration, ensuring that no two games are the same. Includes 21 plastic Citadel miniatures, and various interlocking colour cardstock ship floorplans. \$55.00

#### ARMORED ASSAULT

Tactical combat between future weapon-systems, including ocean vessels, tracked AFVs, armored walkers, grav tanks, artillery, aerocraft, power armor infantry, etc. With three level levels of rules complexity, 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). Players are able to design their own scenarios & weapons. \$60.00 ARMORED RESERVES

80 page supplement with new combat vehicles, 160 counters & 10 scenarios.

#### FEDERATION & EMPIRE 3rd Ed.

A complex multi-player game simulating a galaxy spanning war between the Klingon, Lyran & Romulan Coalition; and the Federation, Kzinti, Hydran & Gorn Alliance. Mechanics include epic fleet confrontations, economic growth & political goals. Contains an 80 page rule/scenario book, 1512 counters, plus two 19"x23" maps. Impressive! \$99.00

#### **CARRIER WAR - TOTAL WAR PART 1**

With rules for swarms, auxiliary carriers, stasis field generators, space control ships, etc With counters for every pod type, complete set-up charts and a scenario. \$50,00

#### IMPERIUM 2nd Ed.

A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. But the Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and thus slow to gather its strength. Terra however, is an agile and fierce opponent which seeks a quick victory. 17"x22" mapboard, 350 counters & variable game length. \$60.00

#### SILENT DEATH - METAL EXPRESS

A fuedal galactic empire, utilising the cutting edge of its offensive technolgy, is propelled into a brutal political war. This is a fast & exciting game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42"x47" map, 180 counters, 18 superb metal miniatures, flexible rules complexity (covering drifting, asteroids, damage control, gunnery duels, torpedoes, etc), and campaign-play options.\$50.00

OVERKILL: THE PTOLEMEAN WARS

A module of interstellar war between the Colosian Fleet & House Ptolemus. Includes 7 new fighters & 2 gunboats, 12 fighter wings, 12 scenarios, 2 campaigns, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc) & 180 counters.

NIGHT BROOD

The Hatchlings swarm forth from the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! \$40.00

#### SKY GALLEONS OF MARS

A fun game of tactical aerial combat between the wooden cloud-fleets of the Martian Princes & the steel gunboats of the Royal Navy. Pulp sci-fi conflict, circa 1889 (Victorian era). Features 15 plastic vessel miniatures, 56 counters, and two great 22"x28" maps. The mechanics are fast playing, offer numerous variant weapons; and include such details as altitude, ramming, boarding parties, airmines, etc.

\$30.00

#### SPACE CRUSADE

From beyond the Warp, forgotten starships infested with Chaos drift into imperial space, Most of these vessels been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants.

Players equip and lead Marine squads against a host of Chaos spawn - includes 50 plastic Citadel miniatures, 12 scenarios, plus cardstock 3D bulkheads & doors.

\$70.00

#### SPACE FLEET

A very basic ship-to-ship combat game for two to four players. The object is to scoot around the star-spangled map, blowing enough holes in your opponent's vessel(s) to make breathing impossible for the slimy, scum-sucking crew inside! This is quite a hoot to play, you must double-guess and outwit the enemy at maneuver, trying to punch a shot through his or her shield configuration. With four great plastic ship miniatures.

\$30.00

#### STAR FORCE TERRA - CONTACT

A colourful, fast-playing, multi-player card game of emerging empires fighting for real estate. Mechanics include planetary Marine assaults, colony sites, alien special abilities, etc. Components include 55 Starship cards, 120 Action cards, and 5 'Space Dice' \$25.00'

#### STAR WARRIORS

Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels, the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 22"x34" map and 80 colour counters.

#### ULTRAMARINE

Two to four players lead a squad of Marine Scouts through the steel labyrinth of a derelict space hulk, searching the buckled corridors & silent crypt-like rooms for alien artifacts. The mechanics are fast playing, involving such things as variant event cards (for finding objects, giving commands & facing hazards) and a range of melee weapons - hand-to-hand, bolter pistols, vortex & frag grenade, plus hellfire rounds. Components include 20 plastic Citadel miniatures, and a whole mess of laminated cardstock floorplans. \$30.00

#### DINOSAURS OF THE LOST WORLDS

1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery & dinosaur bashing, with a 16"x22" jungle mapboard, 60 cards, 65 colour counters & 15 great illustrated sce Avalon Hill's most successful family-style game, recommended for a change.









TITAN

#### AH DRAGON PASS

Depicts the War of Agrath's Return (a conflict between the races of Sartar & the Red Moon legions) on the continent of Glorantha (genesis of Runequest). This magnificent game boasts great character, and the diversity necessary for an epic fantasy campaign.

Armies are constructed from all manner of strange beast & magical entity, as well as
Godlings and the more mundane races. With 22"x32" mapboard & 296 counters. \$30.00

#### DUNGEON! 2nd Ed.

Individual adventurers, notched swords in hand or potent spells carefully memorised, explore monster-infested catacombs in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 young players. Features a 21"x35" mapboard, 250 illustrated cards (depicting characters, monsters, treasures, spells) and 6 plastic minatures. An entertaining romp in the fetid underworld.

#### DUNGEONQUEST GAM

1 to 4 lone adventurers search for a dragon's hoard in the eerie subterranean ruins of Dragonfire castle. Their quest for wealth is far from easy, as characters are estimated to have only a 15% chance of survival (what a bloody stupid way of making a living)! 115 randomly selected room tiles ensure that every dungeon layout is different. Monsters, traps & treasure items are introduced to the players via a deck of 174 encounter cards Contains 4 plastic miniatures and a 23"x22" mapboard.









**GREYHAWK WARS** 

#### TSR (THE) GREAT KHAN GAME

A whimsical multi-player card game of empire building in the AD&D Forgotten Realms campaign setting. The object is to usurp nations thru political coups or military conflict, thus becoming the richest, most powerful leader on the Isles. Components include a 11"x17" Isle map, 120 counters (gold pieces & control markers), and 162 cards (representing special events, mercenary bands, fleets-for-hire, individual leaders, powerful magic items, proud armies, navies, stout castles & special inhabitants ).

#### **GREYHAWK WARS**

A 2 to 6 person game of empire building in the AD&D world of Greyhawk. This is a simple, colourful simulation that allows players to dabble in both delicate diplomacy, and bloody-minded aggression. Mechanics include fleets, fortifications, heroes, treasure quests, army recruitment, etc. Components feature 416 counters, two 21"x32" maps (using area movement), over 150 cards (depicting special events, mercenary bands, treasure, etc), 4 scenarios, plus a neat campaign history. \$45.00

#### **HEROQUEST**

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This is a great introduction to roleplaying games as it features rather similar mechanics (character sheets, a 'Dungeon Master' hiding behind a screen & controlling the bad guys, room-to-room treasure hunting & monster slaughtering, etc). Components include thirty-five 25mm plastic Citadel miniatures, various bits of furniture, a colourful mapboard, etc.

#### KELLAR'S KEEP Module 1

The Emperor, besieged deep within in the ancient tunnels of Karak Varn, must be rescued before his royal flesh features as main course in an Orc feast! Features plastic miniatures (8 Orcs, 6 Goblins & 3 Fimir), 10 adventurs, plus new overlays. \$18.00

#### RETURN OF THE WITCH LORD Module 2

Adventurers must enter a subterranean fortress beneath the fallen city of Kalos, and slay the lurking Witch Lord, and his undead minions. Includes plastic miniatures (4 Zombie Skeletons & 4 Mummies), 10 adventures, plus various new overlays. \$18.00

#### AGAINST THE OGRE HORDE Module 3

In the heart of the mountains lies the hall of the Ogre Lord, protected by loyal followers, devilish traps & chaos spells. The Emperor wants the Ogre Lord's head, but he's not going to do it himself, he's not that stupid - you are! Includes seven plastic 25mm Ogre miniatures, some new tiles, 15 new spell tokens, and 7 adventures. \$30.00

#### KERRUNCH

A two player game of fantasy football (the American type of blood sport). Teams of Orcs, Humans, Elves & Dwarves attempt to score three touchdowns and win the game - yes, it's about as mindless and violent as the real thing! A very fast-playing game for young gamers shy of big, nasty rulebooks! Components include twenty-four 25mm plastic Citadel miniatures, and a 16"x32" playing field. \$30.00

#### KING'S BOUNTY

In the realm of Rhan lurk all manner of fiends and fugitives - base characters intent on plunder and other nefarious activities. Opposing these degenerate hooligans are the bounty hunters - depraved thugs who get paid by the King to kick heads and ask questions later. One to eight players go in search of wealth and glory, tracking down villains and presenting them to the royal court for loot. The game mechanics feature trickery, farme, reputation, magical treasure, variable equipment purchases, fugative contracts, alternative endings, and solitaire options. Components include a 17"x22" map, 32 fugative markers, 8 Bounty Hunter counters, and a wad of money. \$55.00

#### MACHO WOMEN WITH GUNS

This bizarre production is a simplistic beer 'n' pretzels marriage of RPGs and wargames. The title aptly encompasses the rather shallow theme of play: Step 1 - create young buxom female characters (just think of any stereotypical sexist TV-advertising female body), and dress them in scanty subservient-to-males type attire; Step 2 - arm them with an array of high-tech splatter-frenzy armaments; Step 3 - put the counters with the adolescent-fantasy artwork on the map and blow the crap out of everything that moves!

With 10 pages of rules, two A4 maps, 52 counters, and a 4 page scenario.

\$8.50

#### **RENEGADE NUNS ON WHEELS**

Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets of America - lots of violence and mayhem, just like in LA. Contains 52 counters, four A4 maps, and 10 pages of rules. Can be played solitaire. \$7.00

#### BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons & cleavage", whilst on the back page it reads "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any serious, respected & dedicated gamer ask for?\$7.00

#### THE FINAL CHAPTER - PART ONE

Features new rules, more skills, free scenarios & fun counters for MWWG - plus a separate game wherein 90-year old survivors of WWIII must battle to the death for food in a brutal rest-home bomb shelter. With 44 counters and 11 pages of rules.

Heroic pulp fantasy for 1 to 16 players - each of whom controls a character whose base ambitions involve being very rich and powerful. Very detailed game mechanics include 7 levels of complexity, multiple character abilities, a comprehensive combat system (fatigue, maneuver, etc.) and a host of classic beasts. Components feature 20 land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters. An epic game of perilous adventure not for the faint of heart.

#### **MIGHTY WARRIORS**

Under the castle lies a sprawling network of sewers, serpentine coils of stone tunnels whose dank innards conceal a coven of Skaven - evil ratmen intent on usurping the castle's inhabitants. A band of brave adventurers descend into the drain's gloomy corridors and chambers, their mission is to find and destroy the Skaven! This is a simple game for two to four players. Components include thirty-six plastic 25mm Citadel miniatures, and an assortment of attractive colour tiles representing rooms, etc. \$30.00

#### **ROBIN HOOD**

2 to 5 players roam the lush expanse of greenwood, recruiting stout yeomen for a jovial campaign against the evil Prince John. The basic idea is to rake in the bucks - robbing the rich, winning archery contests, and doing all that virile Errol Flynn kinda stuffl But the Sheriff and his rough lads don't take too kindly to this lawlessness, so they attempt to ambush the unwary and toss them into Nottingham Castle's dungeon. I shan't elaborate further - it's all good wholesome fun, great for the little 'uns and energetic families. \$25.00

2 to 6 Titans battle for domination with armies of mighty heroes, monsters & powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast slugfest between fantastic legions. Uses strategic movement with a tactical combat resolution system. Contains 621 large counters, a 16"x22" master map board and eleven 8"x11" Battleland maps. Great fun. \$65,00 \$65.00



# BUSSERIE Rommel's offensive against

Rommel's offensive against the green American 2nd Corps

Tunisia, early 1943: The Germans have been on the run, but now two things are different. The 21st and the 10th Panzer Divisions have been reinforced with the new Tiger tanks, and Rommel, "the desert fox," has arrived. Rommel knows the Germans are outnumbered, but he feels that their edge in combat experience will make up the difference. He proposes a bold and daring attack.

It is now 0600 hours, February 14, and you are General Rommel, ready to strike. Your plan is a gamble, but what you do with that chance is your decision.

Bloody Kasserine - April 1992 from GDW

- > 17×22" map
- > 1 counter sheet
- > 24 page rule book



#### PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredereicksburg and Chancellorsville. With an easy-to-learn menu system plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

APPLE - \$45.00

IBM - \$45.00

**BATTLES OF THE U.S. CIVIL WAR Vol 2** 

SSG

Covers the war's middle years, with scenarios of the battles for Chatanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

APPLE - \$45.00

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 3

SSG This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsulvanian, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system.

C64 - \$30.00 IBM - \$45.00

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most addictive and pleasing aspects of the game are its great visual graphic scenes. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders come to parley. You can attempt diplomacy, intimidation, or go to war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. you will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. And if you are a master of diplomacy, you will see a side of Cleopatra not many will see.

IRM . \$30 00

AMIGA - \$60.00

CHARGE OF THE LIGHT BRIGADE

This game uses the same miniatures style system as COHORT, with real time combat. It can be played one or two players, includes a wide variety of troop types, over 500 pieces representing 40,000 troops, optional flog of war & delayed orders. All graphics are animated, and there are strategic and tactical maps. There are four scenarios, and units can be controlled individually or combined into groups.

IBM requires mouse & 286 or better.

IRM - \$80 00

AMIGA - \$80.00

CIVILIZATION

WARNING! - Do not buy this game unless you don't mind going to bed at 3.00am for three weeks! This game is highly addictive and therefore dangerous to your health. (I had to weeks Trills garne is highly aductive and interestore dangerous to your headth. (I had to delete the garne from my hard disk so I could do other things: such as go to bed, eatt) The garne starts you off at 4000 B.C. with a bunch of settlers, and you can be one of several different civilizations, such as Rome, Babylon, France, etc. You can go up against 3 to 7 computer civilizations, with varying skill levels. After finding a suitable place to start your first city, you then have the daunting dask of trying to control a successful civilization the goal - to be the first civilization to put a colony on another planet. (This usually takes the goal - to be the first civilization to put a colony on another planet. (This usually takes 6,000 + years.) You have to choose where to build cities in order to take advantage of natural resources such as coal, horses, fish, etc; you need to build irrigation and roads; you will need to build garrisons to protect your cities, and once large enough, send out settlers to found new cities. Each city then needs to be developed, and this goes hand in hand with technology. There are dozens of technology types, and they improve following a flow chart. One type of technology, once mastered, will allow you to then develop an other, and so on, each being a small step forward. Types included are bronze, iron, horse riding, aphabet, wheel analystic mischigam industry, etc. etc. Once a certain level has been wheel, aqueduct, mysticism, feudalism, industry, etc, etc. Once a certain level has been mastered, you will then be able to build things using that technology in your cities. You will need to build each city up from the original settlement, building libraries, granaries, barracks, aqueducts, soldiers, etc. You will also need to build "Great Wonders", each of which allows you then to build a new technological item - all necessary to eventually allow you to construct a spaceship. Each city will also need to be profitable, and can grow up to 5,000,000 people. You can place entertainers, tax men, and scientists in cities as well. You don't even have to fight other civilizations, you can trade with them instead! Each turn is from 1 to 20 years, so there are lots of turns... Requires hard disk & 1.2" meg disk drive IBM - \$99.00

AMIGA - TBA

COHORT, ANCIENT ROME

This is a miniatures style computer game of battles with Ancient Rome. Seven types of infantry and cavalry are included, with animated movement & combat. Army compositions are user definable, and there are varied terrain options. You can build your own scenarios, and there are no turns - the game is real time (but can be frozen to give new orders). You can control units individually or in groups. Formations include squares, double ranks, etc. Units may march, run, or charge. There are 20 scenarios included.

IBM requires mouse & 286 or better.

IBM - \$80.00

AMIGA - \$80.00

**GOLD OF THE AMERICAS** 

Covers the violent evolution of the American continent - from discovery by Colombus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game.

AMIGA - \$45.00

#### WORLD WAR II

**ACTION STATIONS** 

INT

This is an extremely detailed game of naval surface combat from 1922 - 1945. The game comes with a detailed 160 page manual, 30 scenarios, ability to create your own scenarios, with over 180 ship classes, from PT boats to battleships. Nations include Russian, German, Britain, US, Italian, French, Dutch, & Japanese. Scenarios provided include River Plate, Guadalcanal, etc. The game is easy to play & allows you complete control of your forces. There are 21 different displays and status boards. Game mechanics cover smoke, starshells, flares, searchlights, radar, shore batteries, recce aircraft, capsized hulks, counterflooding, fires, magazines, ships have 42 hit zones and 14 armor locations, each gun type has its own penetration, range, etc, and angle of shell fall & angle of hit are taken into account. IBM comes with CGA and EGA. Thoroughly recommended.

IBM - \$80.00 AMIGA - \$60.00

BATTLEFRONT

SSG

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan, and Bastogne: plus a detailed scenario design kit for the creation of optional conflicte

C64 - \$30,00

APPLE - \$45.00

BATTLES IN NORMANDY

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of

C-64 - \$30.00

APPLE - \$45.00

CARRIERS AT WAR

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWIII Although the graphics aren't going to knock you out, this is a comprehensive military study.

The brand new IBM version contains stunning graphics and combat reports, and is sure to

be released eventually...

C64 - \$30.00

APPLE - \$45.00 IBM - \$70.00 (july?)

**CARRIER STRIKE: SOUTH PACIFIC 1942-44** An exciting dynamic tactical/operational carrier battle game from the author of SECOND FRONT and WESTON FRONT. You control carrier and surface task forces, and control planes individually. The game has several scenarios, plus campaigns, which can all be linked together. In each game you will be given objectives to fulfill. Aircraft need to be readied and armed, brought up onto deck, and then search planes sent out. (The computer controls all ground based aircraft and submarines.) Once an enemy task force has been sighted, you can then launch your fighters, dive bombers, and torpedo bombers. CAP can signited, you can tren taunon your lighters, dive bornoers, and torpedo bornoers. CAP can also be launched. The game starts being very biased agains the US, but by late 1943, the tide changes. Includes the Battle of Coral Sea, Eastern Solomons, and Santa Cruz, a hypothetical Torakina, and infinite numbers of random scenarios. There are dozens of Allied and Japanese ship and aircraft types, from carriers to destroyers and transports. Comes in EGA and VGA. Playing time is from 1 to 30 hours.

IBM - \$80.00

EUROPE ABLAZE

A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 - 1945, from the desperate Battle Of Britain to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided, including cloud cover, weather, flack, and Nazi jets. Also features an optional scenario design kit.

C64 - \$30 00

FIRE BRIGADE

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program. AMIGA - \$45.00

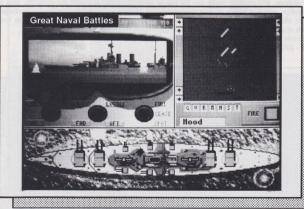
IBM - \$44.00

**GREAT NAVAL BATTLES 1939-43** This game will be the most stunning WW2 naval combat simulations ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics.

Requires: VGA screen, hard disk, & 1.2 meg disk drive

IBM - \$90.00 (Sep)

AMIGA - \$90.00 (Dec)



HALLS OF MONTEZUMA

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail. C64 - \$30.00 APPLE - \$25.00 AMIGA - \$45.00

**PANZER BATTLES** 

SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and

Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics.

C64 - \$30.00 AMIGA - \$50.00

**ROMMEL: BATTLES FOR NORTH AFRICA** The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years,

This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modern play.

IBM Requires EGA or VGA. Thoroughly recommended.

**RUSSIA - GREAT WAR IN THE EAST** 

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defence of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces APPLE - \$45.00

outnumbered and poorly supplied, this Africa Corps out writed and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert

with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta plus all the necessary accessories for the construction of variant engagements

APPLE - \$45.00

SECOND FRONT

This is perhaps the best computer wargame available, and recreates the entire WW2 German-Russo war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transfered to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, and recon vehicles, that it contains. Actual AFV and aircraft types are given, and all loses in combat are recorded down to these individual vehicles and squads. Game mechanics are simple, but due to the these individual vehicles and squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, and there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended.

This game can also be played by mail between two players. Simply do your turn, resolve combat, enter opponents turn and save game, and then post to your opponent, who does the care. To see how many casualties you caused after saving game, quit off and resolve.

the same. To see how many casualties you caused, after saving game, quit off and resolve combat again (but do NOT save after this!), and you will be told how many casualties you caused.

IBM - \$60.00

C64 - \$30.00

AMIGA - \$60.00

SECRET WEAPONS OF THE LUFTWAFFE

Don't let the name of this game put you off. It is actually a historical flight simulator recreating the air war over Germany from 1943 - 45, but adds a hypothetical extra six months in which the Germans can use another one of their "Secret Weapons". There are eight different planes to fly as you pit the US Eighth Air Force against the German Luftwaffe, being the P-47C and D, P-51B and D, B-17, and ME-109, FW-190, and the Secret Weapons, the Me163 Comet, Me262, and the Gotha-229. The game stretches from 1943 till 1945, with a hypothetical period following 1945, assuming that the Germans had managed to continue the war and put the experimental Gotha into the air.

Figure 1 has digitised cockpits that are an improvement even over those of THEIR FINEST HOUR, time compression can now go up to 16 times, there are six campaigns, (3 German and 3 US), each with up to 30 or so missions. There are also tours of duty available for each plane type, consisting of around 400 missions, plus another 40 or so historical missions, plus a simple to use mission-builder, allowing you to make ANY mission at all. Altogether, there are around 500!! missions to fly. And as well as gripping dogfights and bomber hunting, you can now also attack numerous ground targets, including bridge busting, airfield strafing, V1 and V2 launching site raids, and attacks against factories, research sites, oil refineries, flak gun positions, etc. These can be destroyed by bombs, rockets, or simply strafing. Requires: 1.2 meg floppy, and hard disk.

IBM \$70.00

P-38 LIGHTNING

LUC

This is a mission disk for SECRET WEAPONS OF THE LUFTWAFFE. It adds the P-38 Twin boom US aircraft to the game, giving dozens of missions which pit it against each of the German fighters. Great graphics!

IBM - \$50.00

This is without doubt one of the finest historical flight simulators available. The game focuses upon the Battle Of Britain in 1940, and players can fly Spitfires, Hurricanes with the English, or ME 109s, Stukas, ME 110s, and three types of bombers with the Luftwaffe. English, or ME 1095, Stokas, ME 1105, and tirree types of borneers with the Lutiwarie. Each planes has it's own historical cockpit, depicted with superb graphical detail, and each plane performs as in real life - the Spitfire is the fastest plane available, but the ME 109 can outclimb it; the Stuka flies like a cow, but is dead easy to achieve a hit with dive bombing, and on the German bombers and twin engine fighter, you, can be either pilot, bomber, or any gunner, and each of these can be put on automatic. There are 64 set missions, plus a any gornier, and each of mese can be put on automatic. There are 64 set missions, pilos a campaign, which is totally at your discretion, and there is a simple mission design package, which allows you to make unlimited missions! The game is not too difficult, but has five levels of skill, and guarantees to give dozens if not hundreds of hours enjoyment. Requires hard disk & 1.2" meg disk drive.

IBM - \$70.00

AMIGA - \$70.00



THE LOST ADMIRAL

This is a popular hypothetical naval combat game, containing several levels of difficulty, with strong artificial computer intelligence. There are 9 scenarios and 15 campaigns, using random maps. The game includes hidden movement, stealthy subs, carriers, a record of your endeavours, fuel & ammo, weather effects, repairing damaged ships, new ships may WESTERN FRONT

For 1 or 2 human players. IBM - \$80.00

THE PERFECT GENERAL

COP

At long last, players delighted by the SECOND FRONT gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects and support units are piaced in trose corps. The computer or piager can control at aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilising small map areas, such as Bulge, Breakout, and Diadem. New are Political Points, which limit such things as strategic bombing, unit transfers, etc. For PBM instructions, see SECOND FRONT.

be constructed during campaign play. Ships include carriers, PT boats, subs, transports.

#### POST WORLD WAR II

A LINE IN THE SAND

TSR's excellent multi-player boardgame now comes to life as a computer game. This game with the computer being able to control up to 6 players. It includes the two Iraq/Kuwaiti/USA historical scenarios, plus 4 hypothetical. In hypothetical games, each player has random goals to achieve. Land, air, naval, chemical, and nukes are included, and each game can take 2 - 12 hours, depending upon scenario. EGA and VGA.
IBM - \$TBA (Sep)

CONFLICT: KOREA

An operational level game of the opening of the Korean War, focusing on 1950-51, following the struggle between the forces of the United Nations and the Korean communist forces. This uses the CONFLICT: MIDDLE EAST system, and such is easy to use, but records great details, ie, down to individual tanks, APCs, SAMS, artillery, infantry squads, etc. One hypothetical modern day scenario is included, as well as two 1950-1 scenarios

IBM - \$70.00

AMIGA - \$70.00 (may)

CONFLICT: MIDDLE EAST

An operational level game of two Arab-Israeli wars, the first one being the 1973 Arab/Israeli War, and a hypothetical 1990s conflict. Each scenario has six difficulty levels and multiple options. You control every aspect of the land and air war, down to individual infantry squads, vehicles, and guns. Weather, supplies, and politics will also affect your decisions. This game uses the RED LIGHTNING game system. How would Syria and Egypt go if they attacked Israel today? Play this game and you will find out.

IBM - \$60.00

AMIGA - \$60.00

MacARTHUR'S WAR: KOREA

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.

C64 - \$30.00 APPLE - \$45.00

#### WORLD WAR III

A10 TANK KILLER Ver 1.5

So far only available on the IBM, this 1.5 version of the game is vastly improved. The A-10 is now combat proven, so this game was revamped. It now includes 21 missions, having 7 missions set against Iraq in 1991, and 7 new missions in Europe. The documentation is all

new, covering the performance of the A-10 in the gulf war.

This is a superb flight simulator of the U.S. tank buster, the A10. Graphics in the game include an accurate digitised cockpit, superb ground detail, with iron-girder bridges include an accurate digitised cockpit, superb ground detail, with iron-girder bridges, roads, towns, supply dumps, hills (which are easy to crash into when you're not allowed to fly over 300 feetl), airfields, and so on. The A10 has an awesome load of weaponry, designed to deal with each of those target types: MAV to deal with AFVs and landed aircraft, LGB to deal with buildings and bridges, SID to deal with MIGs and HINDs, ROC to deal with convoys of trucks or AFVs, and DUR to destroy those airstrips, and of course, the 30mm chain-gun! (The AMIGA version is still version # 1, and has only 7 scenarios, plus a campaign). External views of the A10 even include changing light, in reference to the sun's position! There are three levels of play, plus invincible A-10, and unlimited ammo.

IBM - \$70.00 (New Version)

F-117 STEALTH FIGHTER II

The old F-19 computer game had good game mechanics, but disgusting graphics - but this new game more than rectifies that problem. F-117 is one of the most visually appealing flight simulators available. You can fly either the Lockheed F-117 or a Microprose F-117 (has double the weapons and can engage in aerial missions). You can fly missions at night, dawn, or dusk, during cold war, limited war, or conventional war. The cockpit details are superb, including side and rear views that will leave you breathless. But one of the most pleasing aspects of this game is the ground detail seven theatres of the world are included, and each includes mountains, rivers, cities, downs, depots, all according to real life. And the ground graphics are the best yet, no other flight simulator comes even close. There are three flight modes, no crash, easy landings, and realistic landings. Fortunately, you can play on no crash mode all the time and the mission scores still count. You always have to take off (which is dead easy), fly to the targets, and then fly back home and la again (which is also dead easy when using no crash mode). Each mission will usually take around 45 minutes, and the ground and night sky graphics are so good you'll never want to land. Game mechanics are also superb, as you hunt down enemy VIP planes, fighter patrols, important ground targets, do photo recons, etc. And practically nothing can spot you, only the IL-76s, and you have heaps of possible counter measures to use. You can wen take off from and land on carriers! Theatres include Cuba, Desert Storm, Middle East, Korea, Central Europe, Norway, and Vietnam. Thoroughly recommended, guaranteeing dozens of hours of playing time

Note: requires 1.2" meg disk drive and hard disk.

IBM - \$99.00

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible: and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire thus prudent factics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains it's sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keepingl Features 12 scenarios

#### HARPOON CHALLENGER PAK

360

This is only available on AMIGA, and in fact, is the only way for AMIGA players to get into HARPOON. But this pack is certainly value for money. Included in the box are the standard Harpoon game (as described above), the Harpoon Battleset # 2 (as explained below), the Harpoon Scenario Editor (also explained below), and the HARPOON BATTLE BOOK, which is 304 pages of strategies and tactics of the Harpoon computer game, including information on 800 Naval platforms and weapons systems. This pack is worth way over \$129 00

AMIGA - \$129.00

#### HARPOON BATTLESET #2 CONVOY360

This scenario disk focuses on operations in the North Atlantic theatre. America's convoy routes to Europe are vital for NATO's offensive capabilities, and as a consequence, the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat on this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes the French and Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.2 disk drive.

AMIGA - \$50.00

HARPOON BATTLESET #3

360

This contains 16 scenarios set in the summer of 1990, in the Mediterranean, including the Middle East, including 60 new ships, such as hydrofoils, helicopter cruisers, submarines, attack helicopters, MIG 25s, mirage fighter bombers, etc. Countries include France, Italy, Greece, Turkey, Israel, Egypt, Libya, Syria (with Iraq), USA, and USSR. AMIGA - \$50.00

HARPOON BATTLESET #4

Indian Ocean and Persian Gulf are covered in this supplement for Harpoon. It contains several Desert Storm scenarios, studies of Indians/Pakistanis and Soviets; a scenario with the Invincible; missions with F-117 Stealth Fighter (send it off to operate alone!); a scenario taking out Iranian terrorist bases.

IRM . \$50 00

AMIGA - \$50,00 (jul?)

HARPOON SCENARIO EDITOR

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on IRM - \$50.00 AMIGA - \$50.00

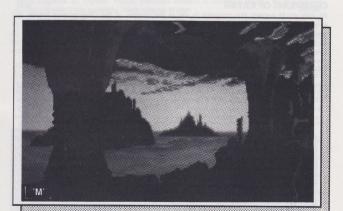
SCIENCE FICTION

**BUCK ROGERS II Matrix Cubed** 

This superb sci-fi adventure uses the same successful system as POOL OF RADIANCE. This sequel to COUNTDOWN TO DOOMSDAY adds Jupiter, twice as many monsters, you can transfer across your characters from the previous game or start afresh with new ones, as your team scours the solar system rescuing scientists to build the Matrix Device. This machine can transform any substance into pure energy, and is the only hope left for the devastated Earth. You will engage in combat on Venus, meet stormriders, and be offered an alliance with Killer Kane, Buck Rogers old enemy.

Note: requires 1.2" meg disk drive and hard disk.

IBM - \$60.00



Strange title, but looking to be an excellent game of adventure in the RENEGADE LEGION

universe, designed for use with 16-bit computers. Graphics are state of the art with cinematic scenes, isometric views scroll smoothly. You lead a party of 4 and one robot on the planet Monsoon, which is mysteriously covered by a noxious cloud called Tarp. Your renegade legion team must uncover TOG's horrifying plans, and free the locals from slavery. There are ten cities to explore, and game play is 50 - 100 hours. Takes up over 10

meg. IBM Requires: VGA, 1.2 meg disk drive & hard disk.

AMIGA - \$90.00 (Feb'93)

**MARTIAN MEMORANDUM** 

This game is one of the first (and the best) of a new style & era of adventure games - a style which involves the games characters and NPCs being fully animated, coming from motion video, and talking to you. That is, the game designers have filmed real people doing the talking, and have digitised these conversations and encounters and have slotted it into

the game. The result is close to watching a movie on TV! The game also features a technological breakthrough, you don't need to have a soundboard to hear the characters speak. Even through your standard PC internal speaker, you will hear quite clearly the people talking to you.

The game is set in the 21st Century, focusing on Tex Murphy, a private eye. You receive a new case, Marshall Alexander (who owns Terraform Corp., the single organisation that practically owns and runs Mars) tells you that his gorgeous daughter has gone missing, and leads soon indicate that she may have been taken to Mars. But not all is as it seems, something else belonging to Alexander went missing with his daughter, and you suspect this is really what he is after. The following case takes you throughout the dingy streets of your city, involves blackmail, murder, and eventually going to a smugglers base in South America. Then onto Mars, you will go through mining facilities, a casino, and visit many people as you try to track down Alexius Alexander. The graphics and digitised speech and people are extremely impressive, as is the complexity of the plot.

But this game has one more great draw card - every screen has a help option, which will give you clues on everything you need to do in that screen, what to find, where it is, how to talk to people, etc, and the help comes in three degrees - if you can't find anything with the first level, ask for help again, and it will give you further help. The result? Anyone can solve this adventure - not just those with patient role playing skills. Highly recommended. VGA

Note: requires hard disk and 1.2" meg disk drive. Takes up 7 meg on hard disk, but draws from 24 meg of packed files.

IRM - \$70 00

MEGATRAVELLER #1: Zhodani Conspiracy

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy through the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features space and land combat, over 25 very detailed worlds, 100s of NPCs, plus a labyrinth of false clues and sub-plots.

IBM - \$90.00

AMIGA - \$90.00

**MEGATRAVELLER # 2: Quest for Ancients** 

Advanced character generation allows up to 35 careers and 125 skills, either human or Vargr. Your team is on a desperate mission to save a planet from impending doom at the hands of a corsair full of pirates. There are over 100 planets with starports, cities, abandoned ships, ancient sites, stores, casinos, taverns and more!

REACH FOR THE STARS

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple win - so players irrs build up an industrial base, and then use this to manufacture multiple battleffeets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven.

This game can be played PBM. Each player does his turn, and enters the

next players turn, saves, and posts it to the next player. Simply make all battles be to the

IBM - \$45 C64 - \$30

STRIKE COMMANDER Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, and you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission

WING COMMANDER

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICAI) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hund due and destructives. also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!)
Note: requires 1.2 meg disk drive, and hard disk or two floppies.

IBM - \$90.00

AMIGA - Ti AMIGA - TBA

SECRET MISSIONS # 1

This is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. Requires 1.2 meg disk drive.

IRM - \$50.00

SECRET MISSIONS # 2

The second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the

Requires 1.2 meg disk drive.

IBM - \$50.00

WING COMMANDER # 1 DELUXE

ORI

This contains WING COMMANDER # 1, and SECRET MISSIONS 1 and 2. Requires 1.2 meg disk drive & hard disk.

IBM - \$110.00

WING COMMANDER II

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat of borecom, the war successly applications your sector, and you are find that content once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous a space station, planetside, and on a new space carrier, as you battle against murderous kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from chartracted finithers, and if you fit the two heaviest fighters, you can extreme finite where helps included with the controlled with the programment of the controlled with the destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard diskl

Requires: hard disk and 1.2 meg floppy disk drive.

IBM - \$110.00

SPECIAL OPERATIONS # 1

ORI

This is the first sequel to WING COMMANDER II, and it is certainly the hardest yet. Not only are the Kilrathi beginning to mount a new offensive, but a Federation strike cruiser, complete with full complement of fighters, has mutinied, and it is your job to save the day. There are sixteen missions, each connected by cinematic sequences and intrigue. You will fight both Kilrathi and pirates, and must try to help those mutineers who want out back to Confederation space, while destroying the pirates. Then you have to deal with the Kilrathi strike fleet. Note: requires 1.2" meg disk drive.

IBM - \$60.00

SPECIAL OPERATIONS # 2

Twenty new missions, where you can fly a new superfighter armed with tactical nukes! You rcover missions, meeting new wingmen and old enemies. Includes mission selector for WC2. Requires: 1.2 meg disk drive.

IRM - \$60 00

#### **FANTASY**

This game is a fantasy adventure which uses the EYE OF THE BEHOLDER system, and has been doing extremely well. It follows the emergence of a(nother) Dark Lord, leading forth battalions of skeletons to seek forth the descendants of those who banished him from Astera long ago. You have to recover the lost relics that sent him into exile the first time. There are digitised sound effects and musical score, intelligent monsters (some of whom even run away!?), an auto mapping feature, 20 levels of monsters and traps, and 50 spells - including swarms of insects

AMIGA - \$60



FIRE KING

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and cranies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action a-plenty for those brave enough to venture from the castle's comforts. C64 - \$37.00 IBM - \$45.00

KING'S QUEST # 5

Absence Makes the Heart Go Yonder!

King Graham, returning home from a previous escapade, finds his castle and all its occupants missing! With Cedric the Owl as his guide (he's also useful if the rations run low...), valiant King Graham sets off in search of his family and the real estate they were last seen in. Can he save his loved ones, and everything else, before the mortgage repayments ruin him financially? The best graphics yet (as one would expect, with a game that takes up 10 meg on the hard disk) with a magnificent orchestrated soundtrack, re sound effects, and mouse activated icons.

Requires: 1.2 meg disk drive, and hard disk or two floppies.

IBM VGA - \$60.00

LORD OF THE RINGS, Part One

This is the official computer game of the Lord of the Rings. The adventure starts with our four hobbit friends, Frodo, Sam, Merry, and Pippin, at Bilbo's party. Bilbo makes his grand disappearance, and Gandalf comes to tell Frodo about the One Ring. As Frodo, you now have to escape from the Black Riders and flee to Rivendell, so the great quest can begin. This is a big game, (and requires hard disk?), and ends with the parting of the Fellowship.

IBM - \$45.00

LORD OF THE RINGS, Part II

This covers the second part of the Lord of the Rings, being THE TWO TOWERS. You will travel through the Forest of Fangorn and meet the ents, go over mountain passes, through a great fortress cave complex, a ghastly marsh, and the Two Towers. Includes an enhanced interface, digitised speech, and colorful animations. The game can be played alone, or as a carryon from the first game.

alone, or as a carryon from the mes success.

Note: requires hard disk and 1.2" meg floppy.

IBM - \$80.00 (july)

**POPULOUS II** 

For all you people who've been delighted by Populous, you'll love this carry on. Thirty two Greek mythical gods would like to challenge you, and each has his or her own skills and weapons. Graphics are greatly improved, and you will be delighted as your little people build all forms of Greek architecture. There are apparently 1,000 worlds to battle in, and you don't progress up to the next Greek deity until you've beaten the previous one - Zeus is the last and is the "umpire" of all games. If you do well, he'll reward you, if not, he'll be disappointed. The game involves you and the computer player each starting with a small unsappointed. The game involves you and the offinger player each stating with a strian number of people. You have to guide your own in building houses, villas, and cities. The better you build, the quicker they populate. The more people you have, the more divine power you have, and then you can inflict divine disasters against the enemy. (The world is too small for two deities, and one will have to leave...) Very, very cute graphics. (You should see the vegetable head people!)

AMIGA - \$70.00

PROPHECY OF THE SHADOW

RIII

This is a new single character adventure, requiring 40 - 60 hours game time. A magic council sends you off to stop the rise of a dark lord, and has over 50 digitised art & animation sequences, point & click interface, a large above & below ground world, and three perspectives, adventure view, up close view, and eagle's view.

Requires 1.2 meg disk drive. IBM - \$80.00 (Jul)

AMIGA - \$80.00 (Sep)

ULTIMA VI The False Prophet
Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc through the chill air, and the gory refuse of victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld (brought forth from the 20th Century is a stunning graphic introduction) and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced.

C64 - \$85 00

**ULTIMA VII The Black Gate** 

ORI

200 years have passed in Britannia, and though the society has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the Moongates are malfunctioning, and murders are running amuck. You have to discover who is behind it all. Features superb graphics, sound track, and background effects. Out owl Requires 1.2 meg disk drive & hard disk.

IBM - \$110.00

**ULTIMA THE UNDERWORLD** 

This is the most realistic 3-D dungeon adventure computer game produced. It is set in the infamous Stygian Abuss, a vast and richly detailed underworld labyrinth excavated around a volcanic core, with twisting corridors, soaring chambers, gaping chasms, bubbling lava pools, etc. The 3-D graphics are the best ever, you can scroll the view left, right, and even up and down! Boulders roll down slopes, arrows are in flight, flasks of oil smash into walls and burst into flames.
Requires hard disk & 1.2 meg disk drive.
IBM - \$110.00

WARLORDS

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurg on the box, which well sums up the friendly atmosphere. (We have been asked by customers to add a warning to this game - it is extremely addictive!) Note: the IBM version is an improved version.

#### ADVANCED DUNGEONS & DRAGONS

CHAMPIONS OF KRYNN

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character and complexity to Pool of Radiance. A party of grizzled veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features dungeons and lairs, plus the more civilised communities that reside in Krynn. C64 - \$50.00 IBM - \$50.00 AMIGA - \$30.00

CITADEL OF THE BLACK SUN

SSI

This game is due December, January

IBM - \$70.00



IBM - \$30,00

AMIGA - \$30 00

**DARK SUN - Shattered Lands** 

Now you can adventure in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Draj, condemned to die as gladiators in the arena. You have to as saves in the day of Day, condemined to the as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes up over 10 meg. Requires: VGA, hard disk, & 1.2 meg disk drive.

IBM - \$90.00 (Oct)

AMIGA - \$90,00 (Jan'93)

DARK QUEEN OF KRYNN

The sequel to DEATH KNIGHTS OF KRYNN, is set in the Dragonlance world of Krynn, requiring 40 - 100 hours to solve. This boasts a fully evolved version of the SSI computer game system, and you can transfer your characters from DEATH KNIGHTS, while you battle Krynn's worst nightmare. You can take your characters up to the 40th level, and you can do an extensive underwater exploration. IBM Out Now!

Requires hard disk & 1.2 meg disk drive.

IBM - \$70.00

AMIGA - \$70,00 (Aug)



DEATH KNIGHTS OF KRYNN

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil. Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge - and living to tell it. This game takes the award winning game system used in Champions of Krynn to new heights. There are higher character levels, new monsters and spells, and enhanced combat.

C64 • \$50.00

IBM • \$60.00

EYE OF THE BEHOLDER This is the first game using a brand new system - players receive a 3-D point of view that creates that "you are actually there" feeling, and all commands are done with a "point and click" system. You are welcomed to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and color, perfurned by spices ad herbs from around the world. Beneath these every busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceals a criminal conspiracy. This warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep.

IBM - \$65.00 This is the first game using a brand new system - players receive a 3-D point of view that

EYE OF THE BEHOLDER II

This sequel of EOB # 1 includes a haunting forest on the way to the dread Temple of Darkmoon, a catacomb, and three large towers. Graphics are improved, and there are lots of new, smarter, meaner monsters - and some of the nastiest ones are humans. You can transfer in characters from the first game, and they can reach 13th level. Comes with EGA and VGA.

Note: requires hard disk and 1.2" meg disk drive. IBM - \$70.00

AMIGA - \$70.00

**GATEWAY TO SAVAGE FRONTIER** 

The first adventure in a new series, using the popular POOL OF RADIANCE adventuring system. This is set in a new world, where you can sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, visit magical Silverymoon and on it goes. You have to find talismans with which to destroy a new dark invasion. An exciting new wilderness allows players unlimited explorations, characters begin at 2nd level and can progress up to 8th level.

IBM Version requires hard disk or two floppies, requires 1.2" meg disk drive.

IBM - \$70.00 C-64 - \$50.00

AMIGA

**POOL OF DARKNESS** 

Sequel to Secret of the Silver Blades, this takes you back to the Moonsea area for the final battle against the ultimate enemy. You can transfer in your existing characters, and includes new spells, new monsters, new dimensions to travel in, characters entering the game at 15th level can go on past the 25th level, all using the most popular computer adventure system to date

IBM version requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

The Forgotten Realms is a land of adventure and horror, and for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an

SECRET OF THE SILVER BLADES

SSI

Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse...A mine shaft was sunk into unhallowed ground, unwittingly if penetrated an ancient vault. From within the musty depths of the accursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine regions becomes infested. This is a high-level Forgotten Realms adventure, with new spells, monsters, etc. (Who is that glowing mouse?) otten Realms adventure, with new spens, monaco-version requires hard disk or two floppies.

C64 - \$35.00

SHADOW SORCERER This is a new AD&D game using a new format. It combines role playing, exploration, strategy and action, with all combat being realtime, requiring good co-ordination. Your party of heroes has rescued hundreds of people from the fortress at Pax Tharkas, but is pursued by the Dragon army. You have to find a safe haven for them, and will battle hordes of Draconians and the Great Red Dragon. A point and click interface is used.

IBM - \$60.00

AMIGA - \$60.00

**SPELLJAMMER Pirates of Realmspace** 

You are the newly commissioned captain of a Spelljammer space ship, venturing into space in the Forgotten Realms. Your aim is to destroy a Neogi command ship, while battling monsters, mutineers, pirates, etc. 40 - 60 hours playing time, with ship to ship and boarding combats. Graphics have stunning 3D views of space, and there are three levels of play. IBM requires: VGA only, requires hard disk & 1.2 meg disk drives.

IBM - \$80.00 (Oct)

AMIGA - \$80.00 (Jan'93)

TREASURES OF SAVAGE FRONTIER

The sequel to GATEWAY TO SAVAGE FRONTIER. Your mission is to save the Savage The sequel to CATEWAT TO SAVAGE FRONTIER. Four mission is to save the cavage Frontier from a cataclysmic war, free Llorkh from its evil captors, and regain a powerful magical item lost since ancient times. Movement and combat are now subject to the effects of weather, and players can interact with NPCs, including romances. Reinforcements are also possible during combat. Game play is 40 to 100 hours. Comes with EGA and VGA. Requires hard disk and 1.2" meg disk drive.

IBM - \$70,00

AMIGA - TBA (sept)



#### MISCELLANEOUS TITLES

MAX

This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target!). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended!

C64 - \$50.00

AMIGA - \$80.00

SIMCITY TERRAIN EDITOR

This is an extremely useful took for Simcity - now you can fill in those rivers and get more land to build on, you can set up your own river channels, add forests to help with pollution, and custom make your own maps. The game also comes with several scenarios, including a post-nuclear melt-down, and a city with 11 billion dollars. AMIGA - \$30.00

**IBM GAMES** 

All programs require a COLOR CARD to run, and some games are available separately in CGA, EGA, or VGA, though most games are compatible for EGA and VGA only. Most IBM games are also available on 3.5" disks on request, however, for the others, we can provide a conversion, which will involve a small wait.



MAGNUM\*



MONGREL\* d variants based on the "Gladiator" Omni M

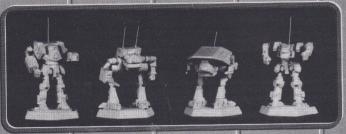


GOJIRA\*

ed variants based on the "Daishi" Omni Med



HARENDIA\*

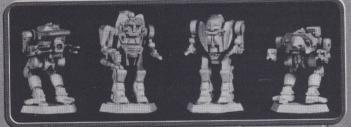


10-840 Light Omni Mechs (Dasher, Uller, Puma, & Koshi)



10-842 Heavy Omni Mechs (Loki, Madcat, Thor, & Vulture) .....

20,00



10-843 Assault Omni Mechs (Man O' War, Masakari, Gladiator, & Daishi).....23,00

\* NO, this isn't in any Technical Read

With Ral Partha's and FASA's unique "Mechs and Match" system, you can build a fighting machine to YOUR own personal specifications. Mech conversions have never been easier...just choose the appropriate parts from the components included in each OMNI MECHS boxed set and you've got a custom tailored Mech designed to take on even the most difficult missions! Each set contains all of the parts from the four basic mech designs in its respective OMNI MECH weight class. So now you have a wide range of deadly weapons systems, impenetrable main torsos, and ground shaking drive systems to select from... and they're all under one box top!







#### **ANCIENT RULES**

HISTORIC

GRE

**ANCIENT RULES** 7th Edtion

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a 56-page book, plus reference cards. The rules include historic background, field engineering, fortifications, unusual terror weapons, and basic stratagems.

#### **BATTLE SYSTEM**

FANTASY

TSR BATTLESYSTEM

A moderate-complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying, sieges, and much more. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D Player-characters can be used as heroes in any Battlesystem scenario. Made by TSR. 128 pages with colour photographs. \$35.00

TSR BATTLESYSTEM SKIRMISHES

Modified Battlesystem rules designed for smaller forces (10 to 50), with each figure fighting as an independent combatant. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, etherealness, aerial combat, magic weapons, illusions, war machines, wizards, & more. 128 pages, with painting guide. \$35.00

TSR STRONGHOLDS

This generic accessory contains a collection of reprinted (originally from FR8, WGA2, WGA3 & Castles) colour cardboard 25mm buildings - predominantly mediaeval township dwellings. Includes 25mm street layout maps and a book of assembly instructions. \$50.00

TSR CASTLES

A generic mediaeval-fantasy supplement boasting a wealth of 25mm colour cardboard parts, including - towers, holds, fortress walls, battlements, drawbridges, seige towers, fieldworks, plus numerous floorplan aids, & more. With assembly instructions. \$60.00

#### **BLADESTORM**

FANTASY

IRO BLADESTORM

Skirmish-level system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour troop guide, two large colour maps & dice. By Iron Crown.

IRO BLADESTORM BESTIARY

96 pages of new critters - featuring giant animals, zephyr hounds, flying beasties, undead, artificial beings, shapechangers, demons, invaders, assailers, dragons, 10 scenarios, encounter tables, plus generators for weather, treasure & Power Hue. \$25,00

#### CHALLENGER II

MODERN

TAB CHALLENGER II

Covers battlegroup combat from 1950 to the 1990's. Each micro-scale miniature in the game represents one weapon. The 66 page rulebook includes reference-charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$15.00

TAB MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications & point values. Contains a compendium of vehicles (MBTs, TD's, APC's, AC's, recon units), antitank missiles, rockets (conventional & NBC), antiaircraft systems, mortars, artillery & helicopters, all from 49 countries \$15.00

TAB DIGEST #4

Ultra Modern Army Lists Volume 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. \$15.00 TAR DIGEST #5

F-atures tables of organisation for the Middle East, Africa, the Far East, Latin America, & Fapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces.\$15.00

#### COMMAND DECISION

20TH CENTURY

GDW

**COMMAND DECISION** 

2nd Edition Covers combined arms warfare at operational-level from 1939 to 1992. The emphasis is on speed of decision, and the importance of each combat element, without succumbing to rules overkill. Suitable for any scale - HO, 1/300th & 1/200th, with each model representing platoons (40-50 soldiers, or 4-5 vehicles). What you get for your bucks is thus: A 96 page rulebook that includes aircraft, airmobile & amphibious operations, 6 scenarios, and DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page Equipment Data book listing major weapons for all of the above nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion-level rules summary, 2 rules charts, 2 tempalates, and a plethora of chits.

GDW OVER THE TOP

Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature chemical warfare, artillery barrages & variant ammunition, complex prepared trench systems, weather, night fighting, aerial operations, trench raiding parties, stosstruppen, demolishion, exhaution, flamethrowers, BEF's Mad Minute, rudimentary AFVs, & the deadly machine gun. This 128 pg book includes 10 scenarios), two campaigns, & complete 1914 to 1918 Orders of Battle for 13 nations. \$25.00

#### **DE BELLIS ANTIQUITATIS**

ANCIENT

WRG DE BELLIS ANTIQUITATIS

Wargames Research Group's fast-play campaign rules. This 20 page book contains simple, yet effective, mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, plus historical army lists. Very suitable for mass-density 15mm or 1/300th games.

\$6.50

#### **FANTASY WARRIORS**

**FANTASY** 

GRE FANTASY WARRIORS

Grenadier's incursion into the realm of fantasy tabletop wargaming is a pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the character necessary for an epic swords 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, & more. There are also 150 miscellaneous game markers, some dice, plus 120 plastic 25mm Dwarf & Orc miniatures. \$70.00

#### **FANTASY WARLORD**

**FANTASY** 

OL FANTASY WARLORD

A mass-combat system that encompasses field armies of unlimited size. The mechanics feature formation-level manoeuvre & combat resolution, with individual warrior-heroes, priests, thieves, wizards and discipline masters. Details include unit organisation, orders, flying, terrain, missiles, morale, divine intervention, divine agents, magic armour & weapons, artifacts, battle-magic (Arcane & Divine - 109 spells), tactical tips, campaign-world source material, racial backgrounds and numerous reference sheets. 192 pages. \$40.00

#### **GALACTIC WAR**

SCIENCE FICTION

GRE GALATIC WAR

A skirmish-level system detailing a war between humanity and the alien Vortechs. This box set features a 48 page rulebook, an 8 page scenario & terrain pack, introductory rules, counters, plus over 100 25mm plastic Grenadier miniatures. More details next catalogue. Future releases will introduce the gargantuan Goliaths, fire-breathing Drakes, webspinning Arachnoids, robotic Microns, Vortech Cyberserkers, & much more. Due \$60.00

#### **HARPOON**

MODERN

GDW HARPOON

Excellent tactical naval rules, featuring a 48-page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air power & sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc). \$60.00

GDW BATTLES OF THE 3rd WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48-pages. \$18.00

GDW SHIP FORMS

25 detailed status sheets for popular ship-classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system.

GDW SUB FORMS

Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries.

GDW ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario-generation system. \$18.00

GDW DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. \$15.00

GDW THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain & Argentina in their battle for control of an island full of cold sheep (not New Zealand). Includes pregenerated ship status sheets, background, environmental data & land campaign rules. \$27.00

GDW TROUBLED WATERS

Feature over 30 pregenerated ship forms and special rules that covering 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, & the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. \$22.00

#### **JOHNNY REB**

U.S. CIVIL WAR

GDW JOHNNY REB

2nd Edition One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 96-page rulebook (illustrated with diagrams), 11 pages of scenarios, 2 quick-reference charts & 300 counters (if you don't want to purchase miniatures). Comprehensive in its historic detail, but with playable mechanics. \$50.00

GDW TO THE SOUND OF THE GUNS

Campaign supplement spanning the War of the Rebellion with 12 scenarios, some of which feature special rules covering unique problems faced by the combatants. \$18.00

#### **KRYOMEK**

SCIENCE FICTION

Skirmish and mass-combat level rules depicting a war between the Nexus Tri-Federation Alliance and hive terror-creatures. The fast-play mechanics include a command-chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bioengineering, combat vehicles & much more. Complemented by a superb range of 25mm Fantasy Forge miniatures and resin kits.

#### NAPOLEON'S BATTLES

HISTORIC

#### NAPOLEON'S BATTLES

Rules for grand-tactical brigade-regimental warfare from 1792 to 1815. Includes unique Rules for grand-factical brigade-regimental warrare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, and 800 leaders are rated for their abilities. By Avalon Hill.

#### NAPOLEON'S BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc), & 9 complete scenarios. 54 pages. \$25.00

#### PHOENIX COMMAND

GENERIC

#### LEA PHOENIX COMMAND 2nd Edition

A quick-playing, realistic small-arms combat system. Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended. \$35.00

#### LEA **ADVANCED DAMAGED TABLES**

A detailed, expansion of the Hit Location & Damage tables. Includes rules for bullet paths (showing just what gets splattered), low penetration weapons, target shock, bone ricochets, & over 60 bodily hit locations. This much family fun can't be legal!

#### **ADVANCED RULES**

More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills training, etc.

#### IFA **ARTILLERY SYSTEM**

Here's some heavy hardware that's guaranteed to turn every target into instant fertiliser!

With 72 pages detailing an extensive range of guns, rockets & mortars; plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc.

\$27.00

#### **CIVILIAN WEAPON DATA SUPPLEMENT**

Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.), or hardcore cops 'n' robbers type overkill. \$20.00

#### LFA HAND TO HAND COMBAT SYSTEM

No mucking about here kids - straight into the real messy stuffl 47 pages with rules for whips, swords, baseball bats, chainsaws, etc. Includes character generation, etc. \$22.00

#### **HEAVY METAL**

Details the capabilities, suit hit locations & damage tracks for 11 types of power armor. Includes rules for weapon-battlepacks, auxiliary-packs & Dragoncrest equipment. \$27.00

#### HIGH-TECH WEAPON DATA SUPPLEMENT

MECHANISED COMBAT SYSTEM

Describes futuristic cyberpunk-genre weaponry (Sliver, Flechett & Lase munitions), power body armor (flex, power, ect.). Plus data on caseless ammo, mines & launchers\$22.00

The theory behind this one is that if you can't shoot the buggers, then run 'em down with a bloody great tank! 112 pages of spinepoppin', skull crushin' entertainment. Due?\$30.00

#### PHOENIX COMMAND EXPANSION

New rules include animals in combat (from dogs, to sharks & dinosaurs!), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at! \$20.00

#### SPECIAL WEAPONS DATA SUPPLEMENT

32-pages of wholesome christian fun, detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garrotes, & more! \$20.00

#### WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular period weapons, with historic overviews, plus rules for quick drawing, fanning revolvers, speed loading, and other classic western-shootout kinda stuff.

#### **WORLD WAR II WEAPON DATA SUPPLEMENT**

An ideal supplement for squad-level WW2 miniatures games, featuring over 80 infantry weapons from pistols, to rocket launchers & explosives, from 7 belligerent nations \$18.00

#### SPACE MARINE II

SCIENCE FICTION

#### SPACE MARINE II

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races & the dread spectre of Chaos! Citadel's superb Epic-scale miniatures are designed for use with these rules, and they amply reflect the bizarre draconian future that is Space Marine's background. The second edition version features new unit point values & combat mechanics, plus extra plastic miniatures - 12 Land Raiders, 24 Rhinos, 240 Marines, 12 Eldar Grav Tanks, 120 Eldar Gava Tanks, 120 Eldar Statement of the Battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! \$100.00

#### STAR WARS

SCIENCE FICTION

#### STAR WARS MINIATURES BATTLES

112 pg book on tactical squad-level combat in the Star Wars universe. The rules have two complexity levels, mechanics for close-assault, alien terrain, squad creation, troop morale, heroes, 'droids, space critters, hidden movement, special weapons, the force, etc. Also includes various templates & markers, 2 scenarios, army lists, painting guides, ideas for scenery, plus many photos. NOTE reduced price due to scuffed covers! \$25.00

#### **TACTICA**

ANCIENT

#### TAC **TACTICA**

A comprehensive set of rules for 25mm (or 15mm) ancient era campaigns. The mechanics stress the historical limitations of units, maneuver restrictions for certain troop types, battleline depth & frontage, angle of attack, troop quality, etc. 90 pages, with some glorious colour photos. Includes exhaustion, wheeling, post-melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual, yet playable, format.

#### WARHAMMER FANTASY BATTLES FANTASY

#### WARHAMMER FANTASY BATTLES

3rd edition 278 page softcover book. Mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types and much more, plus a wealth of background material on the Warhammer universe. Units are allocated to regiments, with morale & combat efficiency pertaining to the whole formation - heroes, magicusers, monsters, special weapons, and other such elements become potent auxiliaries. Includes a scenario plus 24 pages of templates and charts. \$50.00

#### **REALM OF CHAOS VOL. 1**

Also for use with Warhammer 40000, this book features new rules for chaos magic, Daemonic weapons & chaos attributes! Plus a comprehensive array of information Daenionic weapons a chaos attributes rius a complete state of the chaos deities, chaotic organisations, cults & Army Lists. "For Mature Gamers" says the blurb on the cover, no doubt this helps boost their sales to younger players! 282 pages of gothic-horror splatter frenzy.

\*70.00

#### **REALM OF CHAOS VOL. 2**

This 296 page tome of gut-wrenching, spine-quivering and ball-shrivelling terror further describes the obscene world of Chaos for Warhammer Fantasy & Warhammer 40000. Details include new magic, chaos gifts, narrative campaigns, monoliths, the Dark Tongue, lesser powers, new warbands & cults, daemon legions, the Chaos armies of Nurgle, Tzeentch, renegades, plus lots more!

#### WARHAMMER ARMIES

This 162 page softcover book presents a huge array of army lists (with revised armyrecord sheets) for everything from dark elves & pygmys, to mercenaries & gobbos. Also features new rules on combat, special troops, magic, artifacts & monsters. All troop-types are illustrated, as are shield & banner designs for gungho painters.

#### WARHAMMER SIEGE

140 pg softcover comprehensively detailing the protracted art of siege warfare, & the tenacious science of fortress defense, for both Warhammer Fantasy Battles & Warhammer 40K. Rules feature castle construction & anatomy, interior movement & combat, missile fire, structural damage, rampart assault, wall defense, large humanoids, strategic maps, foraging, siege machines, supplies, siege engineering, flying critters, magic, fire, & morel Includes various templates & chits, plus an introductory game with counters. \$50.00

#### WARHAMMER 40,000

SCIENCE FICTION

#### **WARHAMMER 40K**

A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities & bionics. There is also a comprehensive listing of the weapons, armour & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasties and cruel aliens that inhabit the known planets. With 272 pgs, plus unit-briefs, templates & record sheets. Designed for use with Citadel miniatures. \$50.00

#### WARHAMMER 40,000 COMPENDIUM

198 pg softcover book that features rules expansions for terminator squads, chaplains & commissars, medics, roughriders, Ogryns, Imperial Guard, dreadnoughts, Eldar War Walkers, land raiders, predators, bikes, craters, bikes, robots & other such related miscellany. There are also miniature painting guides, advise on scratchbuilt vehicles, & comprehensive army lists for Space Marines, Imperial Guard, Squats & Harlequins. \$50.00

#### WAAARGH - ORKS!

104 pg Ork sourcepack containing everything you ever wanted to know about this obnoxious, brutish race. Experience the culture, however rude & filthy, of the infamous Mad Boyz and their brethren. Details include Orc history, their crude society, caste design, clan organisation & uniforms, warbanner art and local languages. Learn about the tragic plight of the bullied Gretchin, the abused Snotlings and the bastardised Squigs. \$40.00

#### 'ERE WE GO

More Ork source material (208 pages) details include army lists for three new Clans, plus a whole mess o' stuff for Painboyz (with their various nefarious attachments), Runt-herdz, Weirdboyz, Madboyz, Mekboyz, Tinboyz, Ork Mekaniks and Freebooterz. But Wait that's not all! There are also new rules for kustom vehicles & weapons, cyboars, robots, wargear, shokk attack guns, figure painting guides, and heaps more besides!

#### WARHAMMER 40K COMPILATION

Yet another supplement that features a plethora of material taken from the White Dwarf magazines. This includes new Army Lists as well as extensive background information on the Eldar & Genestealer races, extra rules for Space Marines & Terminators, miniature painting guides & a history of the Space Wolves' Primarch Leman Russ.

## Crazy Specials

#### PLEASE GIVE SECOND CHOICES

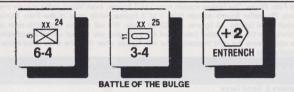
#### WARGAMES

**BATTLE OF THE BULGE** 

This is the new 3rd edition of the game, following Hitlers offensive in the Ardennes in 1944. Hitlers three armies slam headlong in the stretched American lines, but their momentum is arrested by a determined defense. The Panzers try to break through allied lines before allied reinforcements arrive, but being low on fuel gives them little time. This is an entry level game with 194 counters, 14"x22" mapboard, and 40 rules

Crazy Special \$25.00

Normally \$45.00



Admittedly, this two player version of the popular AMBUSH is not all that popular, but for \$20.00, who cares? The game gives you an objective, and you then purchase what weapons and troops you need to obtain that goal, such as heavy weapons, artillers support, etc. Contains 5 maps, 540 counters (that's a lot of counters for \$20.00), and 6 variable ending scenarios. Rules cover hidden defense, engineers, AFVs, mines, random events.

Crazy Special \$20.00

Normally \$80.00

This is probably the best (and certainly the most popular) solitaire wargame available. It recreates the Battle Of Britain, where the massive Luftwaffe takes on the RAF. You control the RAF, while the game control the Luftwaffe. There are 160 counters and a 22"x34" map, plus 134 target, event, and force cards, that determine the make up of the German forces and their strategies. No campaign is ever the same.

Crazy Special \$35,00

Normally \$60,00

#### **ADVANCED SQUAD LEADER** Crazy Special \$165.00

Normally \$329.00

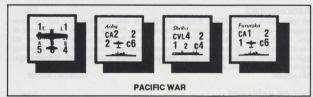
Crazy special \$165,00 Normally \$329,00 For this wonderfully cheap price, we will supply you with the following Advanced Squad Leader items: GUNG HO, HOLLOW LEGIONS, PARTISANS, PARATROOPER, and HEDGEROW HELL. You must own ASL Rules & other ASL supplements to be able to use these items. The items are also available separately. GUNG HO contains the US marines, Chinese, & rules for beach landings. HOLLOW LEGIONS contains Italians for ASL. PARTISANS includes an assortment of guerrilla operations. PARATROOPER is an introductory ASL module. HEDGEROW HELL contains 4 deluxe hex boards & scenarios, to make stacking easier.

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Gung Ho	\$70.00	\$99.00
Hollow Legions	\$30.00	\$60.00
Partisans	\$25.00	\$45.00
Paratrooper	\$27.00	\$50.00
Hedge Row Hell	\$30.00	\$75.00

This is an extremely complex game of the war in the Pacific during 1941 to 1945, where the Japanese player must obtain decisive results before the Allied war machine gears up, or else be met by superior numbers. The game has 20 scenarios, 2340 counters (that's an aweful lot of counters), and two 22"x32" maps. The game includes air, land, and sea mechanics, as well as a streamlined logistics system.

Crazy Special \$60.00

Normally \$110.00



PLASHIPURI: GULAN

This is an excellent, moderate to advanced complexity game of a possible conflict in the Middle East. There is a scenario generation system, variable victory conditions, allied nation support, UN action, superpower intervention, etc. Mechanics include battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, etc. There are 780 counters (regiments, brigades, battalions) and two 22"x32" maps.

Crazy Special \$35.00

Normally \$90.00

**OMEGA GAMES SPECIAL** Crazy Special \$50.00

For this crazy price we'll give you DESERT VICTORY, AIRLAND BATTLE, and MAIN BATTLE AREA. DESERT VICTORY uses the Main Battle Area tactical combat system, which is almost a little like miniatures rules. Units have based percentile chances to hit, which are modified by various factors. There are eight maps and 600 counters. AIRLAND BATTLES focuses upon a reinforced US forward deployed corps taking on two Soviet tank armies. Includes chemical and missile support units, with 600 counters. MAIN BATTLE AREA is a tactical game of combat between US and Soviet battalions and regiments, with 600 counters. So all up, for \$50.00, this special gives you 1,800

counters INDIVIDUAL PRICE LIST **Crazy Special Normal Price** Desert Victory
Airland Battles \$20.00 \$60.00 \$20.00 Main Battle Area \$60.00

This game follows the Tet Offensive in Vietnam, 1968. Everyone had thought the war to this gains follows the fet collections left. But the North Vietnamese army had a secret plan, the Tet Offensive. This offensive was a bitterly fought, suspense filled battle. This game includes a huge mounted map board, 300 counters in four sizes, and 15 plastic stands for 3-D counters.

Crazy Special \$40.00

DUNGEON

This is TSR's famous multi player boardgame, where 1 - 12 players explore monster infested catacombs in search of vast treasures or mighty artifacts. The game features a 21"x35" mapboard, 250 illustrated cards which depict characters, monsters, treasures & spells, and 6 plastic miniatures. This is an entertaining romp in the fetid underw

Crazy Special \$25,00

Normally \$50.00

#### ROLE PLAYING

LUCKY DIP

**VARIOUS** 

Well, for this wonderful little special we'll give you ten assorted items for just \$10.00! And the ten items we'll give you will be selected at random from the following: GM magazine back issues, Dragon back issues, TSR general novels, Judge Guild RPG adventures, Nova battle books, Star Ace modules, Timemaster modules, SFB stuff, Star Frontier modules, Gangbuster modules, Top Secret Modules, Marvel Super Heroes modules, Adventurer's Club & Autoduel 1/4ly back issues, Maylair generic fantasy modules, DC Heroes modules...

Crazy Special \$10.00

Normally \$75 - \$100

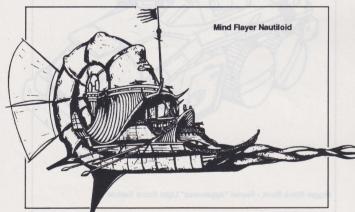
AD&D BOXED SET SPECIAL

Crazy Special \$85.00

Normally \$175

For this special we will provide you with four AD&D core boxed sets, each detailing one of AD&D's worlds. You'll get HORDE, which details the nomad warriors who had invaded Kara-Tur, with two 94 page books & 4 maps, you'll get MAZTICA, which allows you to explore the frontier beyond the Shining Sea, where you'll find an Aztec style culture, and you'll get SPELLJAMMER and LEGEND OF SPELLJAMMER, which between them contains all you need to know yout adventuring in space, and details between them contain all you need to know about adventuring in space, and detailing

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Horde Boxed Set	\$20.00	\$45.00
Maztica Boxed Set	\$25.00	\$45.00
Spelljammer Boxed Set	\$25.00	\$40.00
Legend of Spelljammer Boxed Set	\$25.00	\$45.00



**AD&D NOVEL SPECIAL** 

Normally \$60.00

Crazy Special \$25.00 Feel like reading up on the AD&D universe? Here's the special for you. Six novels, being TIME OF THE TWINS, WAR OF THE TWINS, MAGIC OF KRYNN, LEGEND OF HUMA, WEASELS LUCK, and DARKNESS & LIGHT. These novels are parts of trilogies, so you may have to buy some other novels to make the sets complete

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Time of the Twins	\$5.00	\$10.00
War of the Twins	\$5.00	\$10.00
Magic of Krynn	\$5.00	\$10.00
Legend of Huma	\$5.00	\$10.00
Weasels Luck	\$4.00	\$10.00
Darkness & Light	\$4.00	\$10.00

ROLEMASTER RPG SPECIAL

Well people, if you want to get into the Rolemaster generic fantasy RPG, this is your opportunity. The game used to sell for \$64.95, but we are offering it here for less than half that. This extremely detailed RPG is compatible with MERP, but is also a superb RPG in it's own right. This boxed version comes with Character & Campaign Law, Arms Law & Claw Law, and Spell Law. Be warned that this game is not a hack'n'slash like other fantasy RPGs - you have to think - and you may even have to run from a few CYBERSPACE MODULES

Normally \$109.00

Crazy Special \$30.00 For this ridiculously low price, we'll give you six Cyberspace RPG modules, which can be used for Cyberspace, (and with a bit of imagination), Cyberpunk and ShadowRun. The modules are: Sprawl Gangs & MegaCorps, Edge On, Cyberrogues, Body Bank, Death Valley Free Prison, and Death Game 2090.

INDIVIDUAL PRICE LIST Crazy Special \$6.00 **Normal Price** Sprawl Gangs \$22.50 Edge On \$5.00 \$15.00 Cyberrogues Body Bank Death Valley \$5.00 \$15.00 \$7.00 \$25.00 Death Game 2090 \$5.00 \$15.00

TORG MODULES

WES

Normally \$239.00 Crazy Special \$80.00 For this crazy price, we'll give you eight TORG modules and sourcebooks, must have For Inis crazy price, we'll give you eight I Ord modules and sourcebooks, must haves for all TORG players. Some of the modules could probably be used with other RPGs with just a little imagination. For this special you get: LIVING LAND SOURCEBOOK, NEW EMPIRE OF THE NILE, SPACE GODS, DESTINY MAP ADVENTURE, POSSIBILITY CHALICE, FOREVER CITY, CASSANDRA FILES, and CREATURES OF AYSLE SOURCEBOOK.

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price	
Living Land Sourcebook	\$13.00	\$35.00	
New Empire of the Nile	\$13.00	\$35.00	
Space Gods	\$13.00	\$40.00	
Destiny Map Adventure	\$9.00	\$25.00	
Possibility Chalice	\$9.00	\$25.00	
Forever City	\$9.00	\$25.00	
Cassandra Files	\$9.00	\$27.00	
Creatures of Aysle	\$11.00	\$27.00	

#### SHADOWRUN SOURCEBOOKS

SHADOWRUN SOURCEBUONS

Crazy Special \$45.00

Well, we thought we'd give some of you chummers a chance to spruce up your ShadowRun adventures, with these three extremely popular sourcebooks. We'll give you SPRAWL SITES ONE, which contains an assortment of building floorplans and city encounters, as well as NPCs. STREET SAMURAI CATALOG, which contains everything the urban street samurai needs, from arms to accessories; and RIGGER BLACK BOOK, a compendium of runners' vehicles and support gear.

INDIVIDUAL PRICE LIST

Crazy Special

\$25.00

\$15.00

\$25.00

Rigger Black Book \$20.00 \$30.00

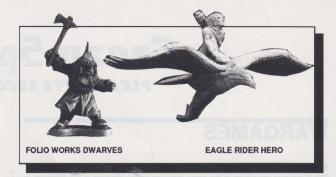


MERP SPECIAL

ICE Normally \$124.00

Crazy Special \$50.00 For this special we'll give you four Middle Earth Role Playing campaign modules and four adventure modules. These are GREATER HARAD, RIDERS OF ROHAN, SEA LORDS OF GONDOR, SHADOW IN THE SOUTH, HAZARDS OF THE HARAD WOOD, MOUTHS OF ENTWASH, PHANTOM OF NORTHERN MARCHES, and PIRATES OF PELAGIR. Some of these items are now out of print, so this will be your

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Greater Harad	\$10.00	\$20.00
Riders of Rohan	\$10.00	\$20.00
Sea Lords of Gondor	\$10.00	\$20.00
Shadows in the South	\$10.00	\$20.00
Hazards of the Harad Wood	\$3.00	\$12.00
Mouths of the Entwash	\$5.00	\$10.00
Phantom of Northern Marches	\$4.00	\$10.00
Pirates of Pelagir	\$5.00	\$12.00



#### **MINIATURES**

25mm FANTASY GRAB PACKS

This crazy special consists of an assortment of Fantasy Figures from Grenadier, Mithril, and Folio Works. The blisters contain from 1 to 3 figures, most Mithril codes contain one figure, Grenadier figures contain from 1 to 3 figures, while most of the Folio Works contain three figures. All figtures are 25mm scale. We will choose your grab pack at random from the codes listed below, and will try to give you a good varied assortment. We also reserve the right to provide you with figures other than the ones listed below,

SHOULD SLOCKS TUTLOUL.		( D.: .	
		of Blisters	
Grab Pack Type	5	10	20
	Save \$15	Save \$33	Save \$70
Fighters & Good Guys			
MMM4,26,30,36,39,40,56,68,74,GRE1104,1108,1109	\$15	\$27	\$50
GRE1110,1117,1128,1129,1131,GRE2201,2202,2203,			
2207,2208,2210,FOLFW1/1,3/1,8/2,8/3,FOLFW8/4,8/5,			
FOL20/1,20/2,20/3,20/4.			
Barbarians		The State of the S	M ART STATE
MMM8,17,18,43,44,88,91,92,GRE1101,1102,2214	\$15	\$25	\$45
FOLFW1/2			
Monsters & Bad Guys	SCO BRIDE R	BINGROOM DIS	and alcar
MMM23,46,47,94,95,GRE1103,1106,1107,1112,11113,	\$15	\$27	\$50
GRE1114,1115,1123,1124,1125,1126,1130,1134,1136			
2204,2205,2206,2211,2212,2213,FOLFW6/2,4/3,7/1			
Personalities			1
MMM33,37,38,41,53,54,55,57,66,GRE1105,1111,1116,	\$13	\$23	\$40
GRE1119,1120,1121,1127,1133,1135			

WOOD ELF EAGLE RIDERS

GRE

Crazy Special \$13.00

You get one each of the two following superb miniatures: GRE1413 Wood Elf Eagle Rider (1) GRE1417 Wood Elf Eagle Rider Hero (1) Normally \$26.00

#### **COMPUTER GAMES**

CHAMPIONS OF KRYNN

One of the best selling AD&D adventures, now on special! The game is a complex role play adventure in the world of Krynn, following a party of grizzled veterans who must save their homeland from the tyrannical Dragonlords and the legions of evil creatures following them. Features extensive dungeons and lairs and communities of Krynn. (We have unlimited stocks - if we run out, we will backorder your order and send when more

AMIGA - \$30.00

Normally \$55.00

**CURSE OF THE AZURE BONDS** 

The sequel to the POOL OF RADIANCE, this extremely popular AD&D role play adventure is now on special! This game offers a very large campaign set in the Forgotten Realms, featuring paladin and ranger character classes, new spells, and an array of fearsome beasties and dangerous lairs. (We have unlimited stocks - if we run out, we will backorder your order and send when more are available.)

AMIGA - \$30.00

DRAGONSTRIKE Well folks, SSI's official AD&D dragon simulator is now out of print - but we have managed to snatch up stocks before it disappeared. You fly dragons in the world of Krynn, which is a fully animated, 3-D world. Learn to fly dragons and master over 20 rythin, which is a fully sampled, 3-2 whole. Learn to his dispersions and master over 20 types of missions. Progress through 3 different orders of Solamnic Knighthood, gaining bigger and better dragons as you do so. Weapons include dragonlances, dragon fangs, dragon fire, flying citadels, etc. IBM - \$30.00

POOL OF RADIANCE

Set in the Forgotten Realms, this is the most popular AD&D adventure gaming system, where you have to save a city from a horde of rampaging beasties, featuring classic AD&D character classes, monsters, and spells, sprawling cities, and terrifying dungeons. (We have unlimited stocks - if we run out, wwill backorder your order and get more in.) IBM version requires hard disk or that the same control of th



#### **ADVANCED DUNGEONS & DRAGONS TSR**

FANTASY Creates a world of high fantasy wherein the epic adventures of a group of treasure-hunters propels them into deep wilderness, vast dungeons and fabulous cities

#### CORE RULES

Player's Handbook Rules for everything from character creation & non-weapon proficien-cies, to combat resolution & reasure types, plus complete spell descriptions & schools of magic. 256 pgs. \$40.00

Dungeon Mester's Guide 2nd Ed. This 192 page instruction manual explains every necessary detail (and some that aren't) for successful campaign play, from encounters & weather, to poisons & snoumbrance. Competently written and indexed. \$36.00

MC1 Monstrous Compendium Vol.1 A large binder featuring 144 pages of classic AD&D beasties. Each entry is illustrated & described in detail. Colour dividers are provided. \$40.00

MC2 Monstrous Compendium Vol.2 144 pages of extra monsters, with an index. \$30.00 MC8 Creatures of the Outer Planes Features powerful daemons, devils & other critters. \$27.00 MC14 Flend Folio Compendium Beastes from the old Flend Folio, plus some new stuff. \$22.00

Tome of Magic 2nd Ed. A 160 page hardback detailing a huge array of new spells, magical devises, schools of magic, plus new Magic User & Cleric sub-classes.

\$40.00

Legends and Lore 2nd Ed. This 192 page sourcebook of fantasy pantheons features more details on avatars, Clerical powers and temples, plus updated immortals.

\$40,00

Magic Encyclopedia Vol. 1 A collection of magic items that have appeared in modules and magazines over the years. Includes 'gold-piece' sale values for all those mercenary characters.

\$22.00

#### **CORE ACCESSORIES**

REF1 DM's Screen 2nd Ed. A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, horde all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page adventure (for levels 5-8).

REF2 Character Record Sheets 25 character sheets, 13 spell logs & a 4 pg PC generator, 518.00

PHBR1 Complete Fighter Manual Extensive 124 page accessory for players & DMs with notes on character creation and RPC personalities. Includes 14 Warrior Kits' (Player Character sub-classes), plus new combat rules, skills, weapons and equipment! character creation and RPG personalities. Includes 14 'Warrior Kits' (Player Character sub-classes), plus new combat rules, skills, weapons and equipment!

\$30.00
PHBR2 Complete Thief Manual 128 page book that expands on Thief characters & urban encounters. Features new Thief tools & skills, 18 Thief Kits (PC sub-classes), plus detailed essays on serious Thief Guilds, the art of deception and running exciting urban Thief campaign \$30,00
PHBR3 Complete Priest Handbook Includes a comprehensive DM's section on designing fantasy pantheons. Also features 10 Priest Kits (PC sub-classes), RPG guidelines on the role of Clerics in campaign worlds, plus new weapons and combat skills. 128 pages. \$30,00
PHBR4 Complete Wizard Hendbook Features a guide for creating new schools of magic, 10 Wizard Kits (PC sub-classes), role-playing notes, combat procedures for Wizards (above & beyond the call of Fireballi), unusual casting conditions, advanced magic use, new spells lists, etc.

\$30,00
PHBR5 Complete Psionics Handbook Details the Psionicist character class. Includes psionic combat rules, plus lots of viscells' for Clairsentience. Psychokniesis, Psychometabolism, Psychoprotation. combat rules, plus lots of 'spells' for Clairsentience, Psychokinesis, Psychometabloism, Psychoportation, Telepathy, and Metapsionics. Further notes cover campaign play & mind monsters! 128 pages. \$30.00 PHBR6 Complete Dwarves Handbook This 128 page sourcebook includes information on Dwarven magic, culture, abilities, politics, clans, and more. Features relepitaying tips, ect \$30.00 PHBR7 Complete Bard Handbook Adds tremendous depth to Bard characters - features new magic abilities, extra skills, new tricks, campaign play notes, roleplay ideas, etc. 128 pages. \$30,00
PHBRS Complete Elves Handbook Sourcebook of Elven culture, magic, ect. Due Jan. \$30,00 CR1 Wizerd Spell Cards Features a pocket-sized card for every spell in the Core Rulebooks, these can be used to represent PC spells 'memorised' in a game! \$40.00 CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. \$40.00 DMGR1 Campaign Sourcebook A damn good DM's primer: highly recommended as a beginn com-panion to the DMG, but a few of the articles are a bit pretentious.

530:
DMGR2 The Castle Guide Includes guides to the lore of Knights, castle construction & maint ance, plus expanded rules for sieges and tournaments. 128 pages.

\$30,00

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period, Includes item cost and correct application, plus illustrations.

\$30,00 To the mediative period. Includes limit does also designed and product apparently produced to the product of the following the product of the following the product of the following the product of the p

#### DARK SUN

DARK SUN Welcome to Athas, a bleak desert realm where metals are scare, and magic consumes the cruel land's very essence. This excellent dark fantasy campaign world features 3 new PC races (the Muls, insectoid Thri-kreen & Half Giants), 3 new PC classes (Gladiator, Templar & Deflier), plus high ability scores, ect. Includes an adventure, and various maps. Note - requires Psionics Handbook to play! \$45,00



Dragon Kings A detailed hardback book with new rules allowing super-level (30) characters to challenge the sorcerer-kings, and others of their lik, for control of the world! 160 pages. \$40.00 MC12 Dark Sun Monsters A collection of desert beasties, most of whom possess psionics. \$25.00 DS1 Freedom During a revolt Slave-gladiators become the leaders of a small outlaw band, but their escape is compromised by a hunger for revenge.

\$27.00

SR1 Slave Tribes Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans and defying the savage rule of the sorcererkings.

\$22.00

DSR2 Dune Trader Describes the influential, wealthy merchants and the disreputable, curring traders who ply their wares around the wastes of Athas. DSR2 Dune Trader Describes the Intuction Newsty into task the State Describes the extensive Athas magic-user secret societies, driven into dandestine networks by the tyranical sorcere-kings. Due Oct \$22.00 DSR4 Valley of Dust & Fire Reveals the most puissant, and elusive, dragon ever created in AD&D. Includes details of its magical stronghold and extensive knowledge, etc. B22.00 DSQ1 Road to Urlik A massive army of slaves and mercenaries marches across the barren wastes, intent on conquering a neighboring city-state. B25.00 DSQ2 Arcene Shadows The outlawed magicians begin their violent struggle against the jealous sorcerer-kings. Another flip-book format module. Due Aug. \$25.00 DSQ3 Asticlian Gambit Tyr's ignoble nobility, ville templars, and vicious assassins wage war to gain the throne of a fallen scerer-king. More details later, due Nov. \$25.00 Novels - \$10.00 each title Novels - \$10.00 each title

Prism Pentad (3 titles) 1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress (due Oct.)

#### FORGOTTEN REALMS CAMPAIGN

#### BOXED SETS

BOXED SETS

The Forgotten Realms Contains a Cyclopedia of the Realms (packed with information on the people, places & objects of interest - 96 pages.), and a DM's Sourcebook of the Realms (a campaign guide with two ready to play adventures - 96 pages.), plus four 21°x32° colour maps.

\$30.00

Forgotten Realms: City System Waterdeep: revealed in all its splendor - a city of wealth & adventure. Richly detailed with twelve 21°x32° maps and a 32 page guidebook.

Horde: Sourcepack of the Endless Wastes, a barren & desolate land swept by bitter winds. These eternal steppes are home only to the hardy, nomadic horsemen. Led by a cruel Emperor these barbarian tribes have become a vast army, and now look towards the Forgotten Realms with ambitions of conquest. Includes two 64 page encyclopedias, four large colour maps, plus a heap of player handouts.

\$45.00

The Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, and dank warrens. This is the biggest bloody dungeon I have ever seen, encompassing four 21°x32° maps! Horribly mindless in its dimensions, but loaded with loat

Maztica: Explore the frontier beyond the Shrining Sea - a new world of Aztec & Mayan-like cultures presidents. Mactice Explore the frontier beyond the Shining Sea - a new world of Aztec & Mayan-like cultures presided over by brutal, bloodthirsty gods. This vibrant, primative setting features 4 extra PC classes (Eagle Krights, Jaguar Krights, plumaweavers & hishnashapers), as well as new spells, magical laters, deities, proficiencies, etc. Includes a 96 page Player's bock, a 64 page DM's book, and 4 large maps.

454,00

Menzoberranzan Details the underrealm Drow capital, including the major houses and their matrons. With 224 pages of text, and 6 colour poster-sized maps. Due Oct - more details then folks. **CAMPAIGN ACCESSORIES** 

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters A catalogue of loathsome encounter-fodder type spawn. "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree!

\$20.00 pages chock-rull or lew monsters says the back burlo, and you can treep but agreen

MC11 FR Monstrous Appendix Another bunch of new critters from the Forgotten Realms. \$22.00

FR7 Hall of Heroes Complete histories & statistics for the major characters in the Forgotten Realms. FH7 Hall of herces compete issures a statement of the control of t FR12 notice company A or page overview of the stream of the turner, social interplay, etc. \$25.00
FR13 Anauroch A complete overview of the great sprawling desert of Anaurich - including campaign
material on the failing ancient empires who still despise the mannish nations.

\$20.00
FR14 Great Glacier Created by a massive onstaught of magic, the glacier region is home to a hardy race of nomads and strange creatures. 96 pages. Due Sept. \$22.00
FOR1 Draconomicon 128 page Dragon reference. Includes psychology, magicks, treasures, traps. tricks, etc. Features Dragon roleplay in campaigns, and a colection of mini adventures.

\$0.00 FOR2 The Drow of Underderk 128 page sourcebook that reveals everything known about the men acing Drow Eves in the Realims - powerful magic, dark weapons, violent culture, evil gods, etc.

\$30.00 FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate ides, the Inne Sea nations, ship types, sea combat & movement, plus an adventure & glossary, 126 pages. \$33,00

Forgotten Realms Atlas Contains a plethora of maps - from continents and cities, to ancient lairs, castles and temples. 178 pages. Includes reference material to the many novels \$35.00

Forgotten Realms Adventure Book 160 page sourcebook on the Forgotten Realms world, with multiple dty maps with guides information on secret societies, descriptions for new spells, plus variant magicks, more monster charts, and rules for firearms!

440.00

Volo's Guide to Waterdeep Pocket-sized guide that includes floorplans, menus, important characters, places to avoid, etc. Looks cute, 240 pages, due Jan. '93.

#### **ADVENTURE MODULES**

FMA1 Fires of Zetal A reborn god of war must be subdued, and the only way to kick his ominous ass is to completely destroy an active volcano . For Maztica.

\$20.00
FMA2 Endless Armies An abandoned jungle city conceals a secret that threatens all Maztica, and FMA2 Endless Armies An abandoned jungle city conceals a secret that threatens all Maztica, and this mysterious doom remains guarded by an army of giant ants. For Maztica. \$13,00 FMQ1 City of Gold Like files to poot, a lost cliff-city rumored to be wallowing in gold draws forth gullible adventurers intent on plunder! For Maztica. \$22.00 FRA1 Storm Riders For use with the Horde boxed set. After a feistyMongol princess is kidnapped it falls on the lucky characters to discover her whereabouts. Unfortunately they soon found out that she has been abducted by soldiers belonging to a vast barbarian army intent on invasion!

FRA2 The Black Courser The characters must continue their search for the princess, and keep an acceptance of the marginal black stallow whilst hiding from assassins & fitten pomadic horsemen. \$18.00 FRA2 The Black Courser The characters must continue their search for the princess, and keep an eye open for a magical black stalion, whilst hiding from assassins & fierce nomadic horsemen.

\$18,00
FRA3 Blood Charge Both the black stalion and the princess have been captured by a massive army of barbarians - brute stength will not suffice to free them, but stealth & guile may succeed.

\$18,00
FRQ1 Haunted Halls of Eveningstar A beginner's module that explores the old Realms north of Cormyr - a desolate region renown for its ghoets, and crypts of ancient wealth.

FRQ2 Hordes of Dragonspear Wretched Orc tribes and their loathsome brethren wage war against the civilized townships. High-level characters get to kick their silmy assess! Due Nov.

\$15,00
FRQ2 Curse of the Azure Bonds One morning the PCs wake to discover a blue tattoo covering each of their right arms. A mystery of huge, dangerous proportions then begins. 96 pages.

\$20,00
FRE1 Shadowdale Reduced to mere mortals (but they'd still kick your ass pall), the Realm's very Gods seek their salvation in a quest for the lost Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster can help the characters make any sense of it all.

\$14,00
FRE2 Tantras The quest for the first Tablet of Fate begins, but Elminster's mysterious death, an array of preturnatural hazards, and vile treachery await those who accept this dangerous task.

\$14,00
FRE3 Waterdeep The discovery of the final Tablet of Fate will save the Realms from a fallen delty's wrath. But other menacing entities also seek the artifact for their own nefarious, malign designs.

\$14.00

#### NOVELS - \$10.00 each title

The Moonshae Trilogy 3 titles - 1 Darkwalker on Moonshae 2 Black Wizards 3 Darkwell Finder's Stone Trilogy 3 titles - 1 Azure Bonds 2 The Wyvern's Spur 3 Song of the Saurials Icewind Dale Trilogy 3 titles - 1 The Crystal Shard 2 Streams of Silver 3 The Halfling's Gem Avatar Trilogy 3 titles - 1 Shadowdale 2 Tantras 3 Waterdeep

The Dark Elf Trilogy 3 titles - 1 Homeland 2 Exile 3 Sojourn Maztica Trilogy 3 titles - 1 Ironhelm 2 Viperhand 3 Feathered Dragon Empires Trilogy 3 titles - 1 Horselords 2 Dragonwall 3 Crusade

The Harpers Series Five independent novels - 1 The Parched Sea 2 Elfshadow 3 Red Magic 4 The Night Parade 5 The Ring of Winter (due Nov.)

Miscellaneous Books 3 titles - 1 Pool of Radiance 2 Spellfre 3 Pools of Darkness

The Druidhome Trilogy 2 titles - 1 Prophet of Moonshae 2 The Coral Kingdom (due Aug.) The Cleric Quintet 3 titles - 1 Canticle 2 In Sylvan Shadows 3 Night Masks (due Aug.)

#### DRAGONLANCE CAMPAIGN

An epic campign of war & adventure set in the land of Krynn. This series builds upon the exploits of the players, as they create the deeds & valor of a small band of heroes, ending in a dimactic confrontation that will decide the fate of an entire continent.

will decide the fate of an entire continent.

Tales of the Lance Introductory package for DMs & players starting a campaign in Krynn - includes heaps of background (160 pages), plus maps and data cards.

\$40,00

DLQ1 Knight's Sword Introductory adventure for Tales of the Lance - based on the training & tests of a young Knight of Solamnia, and his/her compatitots. Due Aug.

\$15,00

DLQ2 Finity's Axe Introductory adventure for Tales of the Lance; join the search for Flint Fireforge's legendary lost battleaxe, a weapon extolled in song and story. Due Oct.

\$15,00

DLC1 Dragoniance Classics Vol. 1 Returning from years in the wilderness, a band of adventurers find that war thas consumed the porther lands. Beforese from the conflict tell of a year board destroing all

legendary lost battleaxe, a weapon extolled in song and story, Due Oct.

1515.00

DLC1 Dragoniance Classics Vol. 1 Returning from years in the wilderness, a band of adventurers and that war has consumed the northern lands. Refugees from the conflict tell of a vast hoard destroying all before it, and the return of evil Dragons to the world. Reprints the DL1/2/3/4 modules - 128 pages \$32.00

DL7 Dragons of Light Journey to Ergoth Island, the tragic Elven refuge, and to the last of the Solamnic Knight's outposts, resting place for Huma's Tomb.

DL8 Dragons of Mar Defeat is inevitable if the Draconians take Palanthus. The only defense is the High Clerists Tower guarded by bickering Solamnic Knights.

DL9 Dragons of Obeceft Within the Dragon Highlord's poisoned realm the last of the Good Dragons have been imprisoned by the cruel Dark Queen. They will surely all perish unless emancipated.

\$15.00

DL10 Dragons of Dreams Silvanest, the ancient Elven homeland once fabled for its beauty, has become a nightmare realm of twisted reality, forcing the the placid populace to flee in terror!

\$12.00

DL10 Dragons of Droems Silvanest, the ancient Elven homeland once fabled for its beauty, has become a nightmare realm of twisted reality, forcing the the placid populace to flee in terror!

\$12.00

DL10 Dragons of Droems Silvanest, the ancient Elven homeland once fabled for its beauty, has become a nightmare realm of twisted reality, forcing the the placid populace to flee in terror!

\$12.00

DL10 Dragons of Droems Silvanest, the ancient Elven homeland once fabled for its beauty, has become a nightmare realm of twisted reality, forcing the the placid populace to flee in terror!

\$12.00

DL110 Dragons of Florth Recreates the entire Dragoniance campain in a moderate complexity board-wargame. Components include two 32°x21° colour maps of Ansalon, 340 counters representing the armies of Whilestone and the evil Dragonior's mitightor's amies whilst trying to locate a man bearing a strange marking, as he may be crucial to the Dark Queen

Journey into the volcanic lair of a dragon who priceatens the city of Palannius. Nun a merry chase over immohatins. \$18.00

DLA1 Dragon Dawn Set in the continent of Taladas - the Good Dragons of this land are being slain by a powerful entity intent on promoting evil. 'Old World' heroes must come to the rescue.

\$18.00

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters, discover the master of these vite dragon-killers, and then beat the absolute crap out of him

DLA3 Dragon's Rest The lucky players must resolve a war between fierce Minotaur clans - to do this they must hunt down and destroy the loathsome enemies of both the Clansl What the hell this has got to do with DLA1 & DLA2 - I thought these modules had to be chronologically linked?

\$18.00

DLR1 Otherflands Details the Toet lands of Krym: Watermers: home of the Dargonest sea elves; Silestia: a jungle island dominated by a mysterious range of sinister mountains; and Chorane: an underground nation being brom apart by civil war. 96 pages

DLR2 Teladas - The Minotaurs The flerce warrior race of Taladasian Minotaurs is showing a strong interest in Ansalon's wars. Includes campaign information on their social and military culture.

\$20.00

DLR3 Unsumg Heroes 64 page guide to a whole host of Dragonlance personalities, both goodly and evil. Includes characters from all the novels. Due Jan. '93

\$20.00

DLS1 New Beginnings Includes a step-by-step character creation outline for beginners, tips on equipment and good roleplaying skills, plus an adventure set in Taladas, and a spunky cover.

\$15.00

DLS2 Tree Lords Describes Krynn's Elf population - specifically detailing the culture and politics of the Silvanesti High Elves. Includes an adventure.

\$15.00

DLS3 Oak Lords Players get a rare insight into the elusive Qualinesti Elves when they are asked to Dragonlance information from the Dragonlance campaign - a good blend of monsters.

\$35.00

DLS4 Wild Elves The Wild Elves of Krynn, AKA the Kagonesti, are pitted in an endless struggle agai

#### NOVELS - \$10.00 each title

Dragonlance Chronicles 3 titles - 1 Dragons of Autumn Twilight 2 Dragons of Winter Night 3 Dragons of Spring Dawning.

Dragonlance Legends 3 titles - 1 Time of the Twins 2 War of the Twins 3 Test of the Twins

Dragoniance Tales 3 titles - 1 The Magic of Krynn 2 Kenders, Gully Dwarves & Gnomes 3 Love and War

Dragonience Tales II 3 titles - 1 The Reign of Istar 2 The Cataclysm
3 The War of the Lance (due Nov.)
Dragonience Sage Heroes 3 titles - 1 The Legend of Huma 2 Stormblade 3 Weasel's Luck.
Dragonience Sage Heroes II 3 titles - 1 Kaz the Minotaur 2 The Cates of Thorbardin

3 Galen Beknighted

Dragonlance Saga Preludes 3 titles - 1 Darkness & Light 2 Kendermore 3 Brothers Majere.

Dragoniance Saga Preludes II 3 titles - 1 Riverwind the Plainsman 2 Flint the King
3 Tanis - the Shadow Years.
The Elven Nations Trilogy 3 titles - 1 Firstborn 2 The kinslayer Wars 3 The Qualinesti (due Nov.)

Meetings Sextet 6 titles - 1 Kindred Spirits 2 Wanderlust 3 Title unknown (sorry) 4 The Oath and the Measure 5 Steel and Stone (due Sept.) 6 The Companions (due Jan.)

#### **GREYHAWK CAMPAIGN**

Greyhawk Adventures 128 page companion to the World set. This glorious tome includes expands CITEY/NEWK ACVENTILITES 128 page companion to the World set. This glorious tome includes expands upon the land's geography, as well as adventure ideas, the Greyhawk pantheon and its Clerics, new monsters and major NPC descriptions, plus extra spells and magic items peculiar for Greyhawk. \$30,00 City of Greyhawk. One of the best fantasy dies madel This set includes a 96 page guide to Greyhawk capital, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a statlegic area map, an itemised DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards set in this superbly detailed urban environment. Greatl \$36.00 From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political bundaries alliances forces act With 2 maps and two 95 mans polyts. (Due Nov.) From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, ect. With 2 maps and two 96 page books. (Due Nov.)

Greyhawk Wars A 2 to 6 person, low complexity boardgame of empire building in the world of Greyhawk hat allows players to dabble in both delicate diplomacy, and bloody-minded aggression. Mechanics include fleets, fortifications, heroes, treasure quests, army recuriment, etc. Components feature 416 counters, two 21°x32° maps (using area movement), over 150 cards (depicting special events, mercenary bands, treasure, etc), 4 scenarios, plus a neat campaign history.

\$45.00

T1-4 Temple of Elemental Evil Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters all the way up to the dizzy heights

of 8th level! This is real ROLL-playing in all its portal-kicking, monster bashing & coin-counting glory! \$35.00 of 8th levell This is real ROLL-playing in all its portal-kicking, monster basining a com-counting gray research WG8 Fate of Istus. A great plague has struck Greyhawk, and it's up to the characters to travel the length & breadth of the land seeking cure and an explanation for the tragedy.

WG9 Gargoyle Two gargoyles have their wings stolen! In desperation they employ a group of equally perplexed adventurers to help them recover these vital attachments. perplexed adventurers to help them recover these vital attachments.

\$12.00 WG10 Child's Play Designed for beginners - call it an AD&D primer if you like. But don't be fooled by the title, ignorant characters make damd fine fertiliser!

\$12.00 WG11 Puppets Investigating a series of strange burglaries plaguing the city of Dyvers leads the players to a forest wherein resides an evil leprechaun and his evil host.

\$12.00 WG12 Vale of the Mage Vile monsters are emerging from the sinister depths of the Vale, statking the land with murderous intent. Whoever, or whatever, is responsible for these incursions must die.

\$18.00 WGA1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its location, and destruction.

\$18.00 WGA2 Falconmaster Something evil lurks within the Grevhawk City, and before this billight can be for its location, and destruction. \$18,00 WGA2 Falconmaster Something evil lurks within the Greyhawk City, and before this blight can be eliminated it must first be discovered! For levels 5 to 7. This module contains 25mm card buildings. \$16,00 WGS1 Five Shall Be One. If the five magical Blades of Corusk are united a great northern god will rise up to lead the barbarians against the civilized states. The players possess one of the blades, their wizard employer has another, together they must find the remaining three before the barbarians do. \$20.00 WGS2 How! from the North. The Blades of Corusk must be returned to the forges of a nothern city. ruin, despite some aggravated attention from an ice barbarian hordel \$2 WGQ1 Patriots of Ulek Novice adventurers join a motley army of soldiers. militia & mercen-ari ect their homelands from an invading orc horde. WGR2 Treasures of Greyhawk. A 96 page anthology of mini-adventures featuring numerous lairs & crypts offering wealth unknown, and dangers unforeseen. crypts offering wealth unknown, and dangers united sector.

WGR3 Rary the Traitor The City of Greyhawk is imperiled by vengeful wizards - due Aug. \$20.00

#### **SPELLJAMMER**

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack in slash.

SPELLJAMMER Wildspace - a multi-hued ocean speckled with a multitude of diverse worlds, each a SPELLJAMMÉR Wildspace - a multi-hued ocean speckled with a multitude of diverse worlds, each a lure to brave merchants, pirates and adventurers intent on exploration, and a bit of exploitation includes campaign details, lots of strange vessels, the spacefaring races, new monsters, 3 of the knoen spheres (solar systems), spells, combat, etc. Contains two books (both 96 pages) and four 21°x32" maps. \$35,00 Legend of Spelljammer A box set providing a plethora of facts and trivia concerning the greatest ever either vessel - Spelljammer', includes deck plans, and adventures - ideal for campaign play. \$45,00 War Captain's Companion A box set containing tactical ship comtent rules (with maps and over 30 ship counters), three books (War Captain's Guide, Ship Recognition Manual, and Combat Among the Stars) packed with information useful for Spelljammer campaigns, and player aid cards. \$45,00 CGR1 Complete Spacefarer's Handbook Features more of those rote-play (spacefarer) hits/bus new equipment, spells, magic items, etc. More details later - due Nov. \$30,00 MC7 Spelljammer Monsters Strange critters from the void, designed for Spelljammer 64 pgs. \$18.00 MC9 Spelljammer Monsters (transparent) which is the size of the special contents of Wildspace. \$22,00 SJA1 Wildspace The kindom is free of marauding monsters of the copic of cardons and spells and the set of the special cardons and sevil enchanters - the MC9 Spelljammer Monstrous Appendix More monsters from the realms of Wildspace. \$22,00

SJA1 Wildspace The kingdom is free of marauding monsters, despotic dragons & evil enchanters - the heroes responsible for this utopia are VERY bored indeed! Until an anchor suddenly falls on the town square, its heavy chain mysteriously leading skyward.

SJA2 Skull & Crossbones A collection of atmospheric short adventures: skeletal whales crawling with undead pirates, lich driven ships filled with alien parasites, sinister asteroids drifting by, etc.

SJA3 Crysta! Spheres crystal spheres endose entire solar systems - this module provides campaign and travel details on several such alien planetary harbors.

SJA4 Under the Dark Fifst The Dark Sphere - a realm where evil gods have totally crushed the forces of good. This describe amplies powersets by recent forth and into the universe. SJA2 Officer time Dark First. The Dark Sphere - a ream where evil gods have totally crushed the forces of good. This despotic empire now prepares to spread forth and taint other universes. \$20,00 SJR1 Lost Ships. A collection of weird adventures based on abandoned either ships, partly destroyed rigs, vessels built by long-dead races, and enigmas. Plus new monsters, and unique spells. \$20,00 SJR2 Realmspace. Details the solar system of the Forgotten Realms world: Includes campaign data on Selune, the Beholder planet, and Elminister's Hideout, plus more. 96 pages. \$22,00 SJR3 DM's Reference Screen Standard DM Screen fare, with extra vessel counters. \$18,00 SJR4 Practical Planetology Contains a wealth of campaign material on the creation and habitation all with new worlds and strange alien cultures. \$20.00 SURS Rock of Brail Describes in great detail a large asteroid colony wherein adventurers, pirates, tugatives, and other assorted rogues, like to relax and/or get information. Due Aug. \$22.00 SJR6 Greyspace Links the popular campaign settings of Spelljammer with Oerth (that's the World of County and this bit is audited by the Public Street County and the Street County and Greyhawk kids), this could be fun. Due Dec.

\$22.00

SJS1 Goblin's Return A millennia ago Goblinoids ruled the Crystal Spheres. Now with the aid of ogres and a powerful magical entity the struggle for Wildspace begins anew
\$20.00
\$JQT Heart of the Enemy Sequel to Goblin's Return; the Elven Armada, severely battered, cannot
aid the players as they shadow the sinister Scro fleet - as per usual it's up to them alone.
\$22.00
Novels - \$10.00 each title

Cloakmaster Cycle 4 titles - 1 Beyond the Moons 2 Into the Void 3 The Maelstrom's Eye 4 The Radiant Dragon (due Nov.)

#### LANKHMAR

Lankhmar - City of Adventure City abode to thieves and adventurers, the home to Fafhed & the Gray Mouser. This 96 page book describes this great metropolis - including its most famous residents, businesses, guilds and factions. Includes maps, adventures, and the local partitience.

\$24.00

LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes operations, principal officers, members, history, hidden agendas, etc. \$22.00
LNA2 Nehwon An unscrupulous sorcerer needs gullible cannon-fodder, er... he means heroic fighter LINAZ Nethworr an unscrupulous sorcere neous guintine cannon-rooter, etc... ne means never ingitizer, types, to represent him in a grueing quest-contest that occurs only once every 140 years. \$22.00 LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Illhumar meets with disaster when he is kidnapped and held for ransom. \$20.00 LNR1 Wonders of Lankhmar A one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes a short list of new spells and monsters \$18.00 LNR2 Tales of Lankhmar A compendium of seven adventures - from the ale-rooms of the Silver Eet. to Lankhmar's maze of sewers and lightless alleys. For levels 3 to 10. \$20,00

LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret organisation of mercenaries. Due Nov. - more details later \$20.00

#### RAVENLOFT

Ravenloft: A hybrid cocktail of fantasy and classic horror, designed to create a more gloomy, nightmarish campaign of sophisticated, burking evil. With a 128 page book, two maps and 24 adventure cards. \$40.00 MC10 Ravenloft Monsters: Reveals a whole host of foul creatures from the fantasy-horror genrewith an emphasis on strange & powerful undead never seen before. \$22.00 Forbidden Lore: Provides an insight into the world of the Vistani; the gypsies, rogues, ruffians & fortune tellers whose prophecies and curses enrich Ravenloft. With five 32 page booklets. Due Nov.

RA1Feast of Goblyns: A horde of strange Goblins invade a Vampire's demesne - In return for some magic items the readily agreeable characters are asked to dispose of the little buggers.

\$20.00 magic items me recally agreeable characters are asked to dispose or me little buggers.

AZUJUU

RA2 Ship of Horror A phostship of undead horrors glides silently through the night in search of the living to imprison, until death makes them suitable as crew.

RA3 Touch of Death A band of rather naive gypsies are using an ancient sarcophagus as a siddeshow attraction for their countryside tour. But the mummy within has other plans.

R13,00

RR1 Darklords This 96 page accessory describes 14 powerful Dark Lords, describing in detail their appearance, background, domain, special abilities, and spectacular powers. \$22,00 RR2 Book of Crypts 96 pages of musty mausoleums - irresistible dens of death to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! \$22,00 RR3 Vampires The lords of Ravenloft - Vampires, both noble and brutal, are described in detail, including personality profiles, histories, residences, and unusual companions. \$22,00 including personality profiles, histories, residences, and unusual companions.

RR4 Islands of Terror A 69 page module containing 9 strange islands, each concealing dark secrets and horrors beyond imagining. A great selection of mini-adventures. With a poster-sized map. \$22.00 RR5 Van Richten's Guide to Ghosts

Sourcebook on the incorporal undead, including hunting that houghly the profile unife proviews and more. \$22.00 techniques, origins, the passions that draw them the grave, their horrible unlife powers, and more. \$22.00

RQ1 Night of the Walking Deed At dusk in the swamps of Souragne the dead rise from watery graves, and like a shambling army these zombles terrorise the local settlements.

\$13.00 RQ2 Thoughts of Derkness An ancient relic is discovered; sought after by vile Mind Flayers, this artifact possess incredible powers that no nortal can control! Due Sept.

\$20.00 RQ3 From the Shadows Lord Azalin dispatches a host of vampiric agents to other worlds to ensure the fulfillment of a dark prophesy. Due Dec.

Novels - \$10.00 per title

Ravenioft 3 titles - 1 Knight of the Black Rose 2 Dance of the Dead 3 Heart of Midnight (due Dec.)

#### **AL-QADIM**

Ancient Persia, a zesty campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantary - flying carpets, sphinxes, genies, pharachs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page softcover book containing information on folklore, legends, traditions, and mythology for the Middle East wherein heroes like Sinbad and Ali Baba reside, Plus new spetis, surine, rusessee, etc.
Land of Fate A boxed set detailing this Arabian setting for the Forgotten Realms campaig maps, and two books describing rulers, history, geography, population, climate, etc. Due Aug.
MC13 Al-Cadim Monsters
Includes genies, rocs, pegasi, sphinxes, griffons, etc. \$22.00 ALQ1 Golden Voyages A 'sourcebox' that features a reference book, an adventure book, loose-leal monsters pages, reference cardsheets, and a colour map of a mysterious island chain. Due Oct \$40.00



#### **AD&D MODULES**

HHQ1 Fighter's Challenge A ione fighter excepts a dangerous quest to a remote, mysterios village. This beginner's module is designed for a DM and a single player.

HHQ2 Wizerd's Challenge: A lone wizard tests his/her wits and magical prowess against the unseen ghost king. Another beginner's module for designed for a single player and a DM.

\$15.00

LC2 Inside Raven's Bluff Provides further information for players and (mainly) DMs - includes the Forgotten Realm's largest traveling circus, NPCs, floorplans, etc.

\$18.00

LC3 Nightwatch in the Living City: A great low-level module where the characters join the city watch, and experience an array of incidents, some amusing, others quite violent.

LC4 Port of Raven's Bluff This Living City accessory details the Ravens Bluff wharf area, including personalities, creatures, ships, businesses, and adventures.

\$20.00

REF3 The Book of Lairs 61 mini adventures, each 1-to-2 pages long. Every scenario is adapt-able to almost any situation, and most feature a unique situation. almost any situation, and most feature a unique situation.

#### **GENERAL ACCESSORIES**

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm carboard cutouts.\$50.00 GR1 Strongholds Contains lots of 25mm colour cardboard fold-up buildings - specifically a selection GR1 Strongholds Contains lots of 25mm colour cardboard fold-up buildings - specifically a selection taken from FR8, WGA2, WGA3, and the Castles box set - includes street layouts! \$38.00 GR2 Dungeons of Mystery A healthy collection of 25mm cardstock dungeon floorplans, including corridors, stairways, rooms, etc. More details later. Due Sept. \$38.00 GR3 Treasure Maps Features 32 quality, colour maps, with both a DM's and players' versions. A brief scenario suggestion is provided for each. Great ideal Due Dec. \$25.00 HR1 Vikings Campaign accessory designed to give players and DMs all the necessary background material for Norse adventures. Includes gener magic, character classes, and more. \$30.00 HR2 Charlemagne's Paladins Campaign A variant campaign setting that combines the heroic period of Europe's Holy Roman Empire with contemporary folklore/ fairy tales. Sounds entertaining, \$30.00 period of Europe's Holy Roman Empire with contemporary toxicore/ rarry tames. Source that the HR3 Celts Campaign Sourcebook. Details the barbarian celts tribes who brought Rome to its knees. Includes information on the druids, the wild hunt, tribal warfare, etc. Due Nov.

\$30.00
REF6 Rogues' Gaillery. An intriguing collection of unique NPCs, representing an array of fantasy. personalities, both banal and sublime. Contains 96 loose leaf pages. Due Jan.

#### **ALIENS**

LEADING EDGE

SCI-FI Corporate space colonies face annihilation as swarms of vicious xenomorphs cut loose for some new real estate, unless the Marines can kick some serious ass!

ALIENS ADVENTURE GAME 194 page book packed with photos, detailing characters, vehicles, equipment, skills, Alien bug-uglies, campaign background, combat plus everything else players and DMs need to know. This is a low to moderate complexity system that is heavily based on the 2nd film. \$45.00

#### **CALL OF CTHULHU**

CHAOSIUM

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG!

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Highly recommended. \$45.00 Arkham township and its surrounds, detailing a wealth of creepy locates and inhabitants. Includes four complete adventures.

At Your Door A 1990s campaign of stx linked scenarios - in succeeding adventures, the sinister Mythos minifests itself in ways unexpected and extreme.

Blood Brothers Thirteen casual adventures, each dublously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun.

\$30.00
Creatures of the Dreamlands Beautifully illustrated color guide to 31 strange beasts.
\$30.00

Creatures of the Dreamlands Beautifully illustrated color guide to 31 strange beasts. \$30.00
Cthulhu Casebook Nine terrifying adventures, including reprints of The Asylum' & 'Curse of the
Cthonians', plus additional campaign articles for the Keeper. \$45.00
Cthulhu Classics Features a 7-part campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping
Cthulhu from the corpse city of Rityehi Plus 5 reprinted scenarios (The Warren, Dark Carrival, etc.), \$40.00
Cthulhu Now 2 nd Ed. 1990's sourcebook detailing such things as new weapons (even nukesl), more
skills, modern occupations, optional hit-locations, and four complete scenarios. Due soon? \$40.00
Dark Designs Three eerie, grotesque adventures set in Victorian-era England. Includes complete
background details on 1890's society for both players and keepers. Great cover. \$30.00
Fearful Passages Nine adaptable adventures, each specifically designed around a '20's mode of
transportation' airship, canaboat, dephant, ammored car, diving suit, etc.

TBA
Great Old Ones Six 1920's scenarios (one invovling a 1927 English lunar expedition!) based on the
exploits of the Great Old Ones, andent adversaries of civilisations through the ages.

\$40.00
Green and Pleasent Land An 80 page sourcebook for 1920 and 1930 England. Includes very
comprehensive background material, plus three complete adventures - very limited stock!

\$22.00
Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey
from London to Constantinople, gradually uncerthing fragments from an occult device of inestimable

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TSR

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#### D&D GAME ACCESSORIES

DDREF1 Character Record Sheets New character record sheets for the revised D&D. DDHE-1 Character Record Sheets New character record sheets for the revised Date.

10.00 Poor Wizard's Almanac. A nifty accessory that thes together the Gazateers & Hollow World with The Wrath of the Immortals. Includes world events, major NPCs, etc. (Due Nov.)

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#### MARVEL SUPERHEROES

TSD

SUPERHERO Standard fare for comic enthusiasts - all these muscular, athletic types with square jaws or pert breasts get to flit around in outrageous leotards.

MARVEL SUPERHEROES BASIC SET Features a 64 page basic rulebook, a 64 page campaign book detailing over 80 heroes & villains, two colour dty maps, 100 fold-up figures, 48 colour character-profile cards, and some dice. The rules emphasize fast action resolution. 440,00 Mervel Superheroes Advanced Rules Unfortunately this product is out of stock (whilst I sit here typing), but I'll provide details once it's available. 940,00 Deluxe City Campaign Set A grand guide to New York City, a renown metropolis wherein reside an alarming array of super-powered, utra-costumed individuals. Features a 96 page campaign sourcebook, a 64 page adventure book, 4 maps, floorplans of special locations, and 15 mini-adventures. 440,00 The Uncanny X-Men Special A campaign set that I can't describe yet (for my excuse please read text for Marvel Superheroes Advanced Rules above) MHRIX The Mutant Update This package should contain introductory rules, character updates for the X-Men, X-Force, X-Factor & Excalibur, plus new equipment lists, layouts for various bases, etc. \$30,00 MHRO for Doom A campaign set that reveals the complete 30-year chronological history of Dr. Doom, as well as a catalogue of his comic-technology, plus maps of his casile & the Haunted Lands, \$50,00 MHR2 Webs: The Spiderman Dossier Spiderman fanboy bits 'n' pieces, due Oct. \$30,00 MHR3 Go West - The Avengers Archives Due January '93.

#### **ADVENTURES**

MH1 The Breeder Bombs The Uncanny X-Men are threatened by a desperate man consumed with a lust for vengeance. In the background the sinister global machinations of Magneto and the Original Brotherhood of Evil Mutants builds to a creacendo. A basic-level module.

\$12.00 MH4 Lone Wolves Gangs of thugs, and much worse, prowl the moonlit maze of streets in New York City, preying upon the young & dd. They fear nothing, until now... A basic-level module.

\$10.00 MH8 Fault Line A host of superherose must thwart a major criminal operation, but only if they can pierce a confusing veil of false leads and sham crimes. A basic-level module.

\$12.00 MH9 Gates of What If? Welcome to a divergent universe, where things are almost the same, with a few changes - like Victor Von Doom (AKA Dr. Doom, fanboys) is a hero good-guy type. A whimsical adventure that's not to be taken too seriously. A basic-level module.

\$12.00 ME2 Ragnarok and Roll Ragnarok, a Wiking variant on the Apocalypse theme, promises to consume the Nine Worlds. This foreshadows the fall of legendary Asgard, and the end of the Norse gods.

\$12.00 ME3 The Left Hand of Eternity A band of ultra-powerful superherose must brave the ultra-dimensional realm of Death itself to rescue Galactus.

\$15.00 MLA1 After Midnight Gang warfare is on the increase in New York City, but before our heroes can kick some serious street-punk butt, they'll have to contend with a few docen supervillains first.

\$15.00 MLA2 Nightt Moves The gang wars spread to Chinatown, and the underworld ganglords become involved. The Celestial One, appearing as an apparition in a Chinese restaurant, is the only hope.

\$15.00 MLA3 Night Life Gang wars continue to erupt thru the city, whilst a boy-genius is mysteriously kidnapped (parents probably got sick of the wise-ass) & UFOs terrorise joggers in Central Park.

\$15.00 MLA3 Night Life Gang wars continue to erupt thru the city, whilst a boy-genius is mysteriously kidnapped (parents probably got sick of the wise-ass) & UFOs terrorise joggers in Central Pa

#### **ACCESSORIES**

MA2 Avengers Coast-to-Coast Details the Avengers Charter, mansion (base) descriptions, security proced-ures, new Avenger characters, more villains, an adventure, and more. 96 pages. \$20.00 MA4 The Fantastic Four Compendium This 96 page book provides intimate details on the Fantastic Four, as well as their companions, triends & enemies, plus vehicles, places of interest, etc.\$22.00 MHAC1 Judge's Screen A sturdy 3-panel screen with a separate guide to New York City. \$12.00 MHAC4 Adventure Fold-Up Figures Contains over seventy 25mm card minions plus a handful of other props, such as boxes and banks of computers, includes an adventure - The Fit of the Viper. \$12.00 MHAC7 Concrete Jungle A 32 page collection of heroes, villains and vigilantes that roam the streets of the urban sprawf - individual details include statistics, special powers, background, etc. \$12.00 MU1 Gamer's Handbook of the Marvel Universe - A thru D Detailed compendium of over 110 heroes and villains - each entry includes statistics, background history, powers & an illustration, \$30.00 MU4 Gamer's Hendbook of the Marvel Universe - S thru Z Contains110 new entries.\$28.00 MU5 Gamer's Hendbook - 1989 Updates Over 100 characters, including the X-Bables. \$30.00 MU5 Gamer's Handbook - 1999 Updates Cover 100 characters, including the X-Bables. \$30.00 MU7 Gamer's Handbook - 1991 Updates 53 entries - new entries & familiar updates. \$30.00 MU5 Gamer's Handbook - 1992 Updates 128 pages, due Sept. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - new entries & familiar updates. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - new entries & familiar updates. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - new entries & familiar updates. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - new entries & familiar updates. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - new entries & familiar updates. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - new entries & familiar updates. \$30.00 MU8 Gamer's Handbook - 1992 Updates Sueries - 1992 Updat

#### **MECHWARRIOR**

FASA

SCI-FI Powerful stellar empires fight a savage galactic war for water resources & the technology of the ancients. For further titles see BATTLETECH on page 12.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$35.00

Bloodright Join a desperate manhunt that races through a multiflude of star systems, and defines the meaning of honor with glory. Features Clan characters and provided of the complete state of the Word of Blake. Features new Mecha and Comstar character archetypes. \$30.00

Cornstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mecha and Comstar character archetypes. \$30.00

House Davion - The Federated Suns. The most powerful of the Inner Sphere Successor States. Details Davion's history, leaders, wars, government, economy and culture. 210 page softcover. \$30.00

House Kurita - The Draconis Combine Intent on conquering the Inner Sphere (kurita is currently the most feared House. Their society is founded upon respect for the warrior effic. 192 pages. \$30.00

House Liao - The Capellan Confederation Wily, treacherous and formidable - Liao is deemed to be a future threat to Sphere stability, but no one considers it a problem... yet 160 pages. \$30.00

House Steiner - The Lyran Commonwealth Economically the strongest House, but led by the weakest military hierarchy. 176 pages which includes details on uniforms, rank insignia, crests, etc. \$30.00

House Steiner. Includes roaters of the Inner Sphere invasion forces, and their unique Mechs. \$30.00

Mechwarrior Companion Features rules expansions, new source material, expanded character generastors, skill concentrations & specialisations, buttle armour, more vehicles, Battletech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, and a tech manual.TBA Mercenery's Hendbook. This 2nd edition sourcebook is updated to 3053, and includes an adventure generator, an outreach sourcebook, character archetypes, puls loads of material on the merc' units. TBA Wo

#### **MEGATRAVELLER**

GDW

SCI-FI The vast Imperium has collapsed into chaos: rebellion, military treachery, criminal profiteering and plundering aliens are but a fraction of the turmoil that exists.

MEGATRAVELLER Box set containing the Referee's Manual, the Player's manual, an Im-perial Encyclopedia, a colour map of the Spinward Marches, and dide.

\$60,00
Assignment: Vigilate: Set in the descriate Disappora sector after the collapse of the Imperium, the mercenary crew of a star fighter battle against pirate raiders. Includes 2 adventures & ship plans.

\$10,00
Hard Times - the future of the empire Adventures in the post-rebellion period. Imperial space is stewn with the wreckage of war, governements and the military have guited themselves in a vicious war of attition. The galaxy lies battered and smoldering, and an ominous dark age threatens. 96 pgs.

\$25,00
Imperial Encyclopedia Presents all the facts concerning the Imperial Wars, stellar history, the imperial nobility, library data, equipment lists and starship travel. 96 pages of campaign background. \$12.00
Knightfall: The characters join a trade expedition that is captured by rebels, while escaping they meet a Knight who has discovered a fabeled lost city of technological wonders!

\$22.00
Onnesium Quest: An epic quest for a mineral-rich asteroid belt leads the greedy players from one end of the shattered imperium to the other. 104 pages. Due?

\*\*Player's Manual: Contains the usual sulfi players need to read, or ignore and let the GM tell "em: PC creation & classes (18 careers), 159 skills, combat resolution & damage, plus psionics. 104 pages. \$15.00

\*\*Rebellion Sourcebook: Explains the origins & consequences of the rebellion, the fate of the imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps.

\*\*TBA

\*\*Referee's Companion: Features chapters on the 4 major alien races, rules for mass combat, plus information on the imperial (& alien) calendar, robots, tech research, megacoreps, & communications. \$15.00

\*\*TBA

\*\*Referee's Companion: Features chapters on the 4 major alien races, plus rules for encounters (players love this sort of stuff), trade & commerce, craft design, starship combat, etc. 104 pag

#### MIDDLE EARTH

IRON CROWN

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners.

Lord of the Rings Adventure Game A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice.

Adventure #1 Dawn Comes Early The barrow of a centuries-dead prince becomes the final resting-place for unsuspecting travellers who enter its cold interio in search of loot. Links-up with the adventure provided in the box set. Contains maps & floorplans, lideal for novice DMs and players. \$20.00 adventure #2 Darker Than the Darknes Concludes the adventure started in the box set - a motley crew of bandits are terrorising the inhabitants of the Trollshaws, but not for much longer! \$20.00 Over the Misty Mountains Cold A Dark Elf in the service of the dread master of Dol Gudar, lengthens the shadows surrounding his forest keep with diligent cruelty. A beginner's adventure.

MIDDLE EARTH 2nd Edition. The original, more complex (but still relatively easy to learn)box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. \$25.00

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Angus McBride's Characters of Middle Earth A 64 page glossy book highlighting Angus McBride's superb artwork for Middle Earth. Indispensible product for connoisseurs of fine art. \$15.00 Guide Book to Middle Earth Contains campaign material such as climate, languages & geography blue a 24\*36\* colour map of Middle Earth that includes trade routes. \$16.00 MERP Adventure Guidebook II Sourcebook for Endor and the surrounding lands. Includes a full colour map, an Etwish dictionary, plus a comprehensive glossary of people, cultures, places, etc. \$25.00 MERP Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11\*X34\* cardstock screen. \$12.00 Middle Earth Map: Folded A beautiful 24\*x36\* colour map of Middle Earth & the Wild Lands. \$12.00

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#### FORTRESSES OF MIDDLE EARTH

Celanhad: A Beacon of Gondor Located in the northern foothills of the Ered Nimrais - this is one of Minas Trith's seven Beacon Towers. With detailed floorplan and generous room descriptions.

Halls of the Elven-King Features the Thranduil Wood Elves' underground city in Mirkwood. Includes detailed layouts, and floorplans. A good fantasy setting for any campaign.

Weathertop: Tower of the Wind Details a huge tower-fortress caught in the vicious struggle between Arnor's bickering successor kingdoms. Includes extensive floorplans.

\$10.00

#### SOURCEBOOKS

Creatures of Middle Earth Detailed information on all manner of critters that inhabit the lands of Middle Earth - From noble Elven horses to fierce Balrogs. \$18,00 Lords of Middle Earth I: The Immortals Comprehensive112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. \$20,00 Lords of Middle Earth II: Mannish Races A wealth of data on the Kings of Arnor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. \$20,00 Lords of Middle Earth III Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Enis, crude Ores, and formidable Trolls. 112 pages. of comprehensive datal. \$20,00 Minas thill 112 page guide to the Gondorian capital. Details history, politics, and institutions. Includes floorplans of Important structures & adventure sites, major NPCs, 3 adventures, and 2 colour maps. \$35,00 Minas Tirith 160 page hardback city supplement that includes a large colour map. 40 pages of Minas Tirith 160 page hardback city supplement that includes a large colour map. 40 pages of Minas Tirith 160 page hardback city supplement that includes a large colour map. \$35,00 Nazgul's Citadel By the Yellow Mounts south of Harad, looming over ancient ruins, stands the forbidding citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pag. \$25,00 Treasures of Middle-Earth A massive compendium of magical weapons, armor, apparel, jewlery, gems, art, musical instruments, rings and tools. Further articles detail the history of important artfacts, describing in detail the techniques and materials used in their creation.

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Far Harad - the Scorched Land

Details the imposing desert city of Bozisha-Dar, and the fierce nomad warrior tribes whose rough life is far removed from the city's comforts.

School Warriors

Spirits roam by night, slaying travelers to swell their ranks. The key to their defeat lies beyond he Riddle Caves, a mysterious entrance to the labyrint beneath the Misty Mountains.

St.5.00

Gorgoroth

Evil stirs in the Mountains of Shadow. Yellow torchight glares from the arrow sits of onceabandoned citadels, and smoke unfurls from Orodruin's summit like a tattered war banner. \$30.00

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Sea Lords of Gondor - Pelargir & Lebennin Ruthless privateers and corsairs prow the Bay of Belfalas in their ships, avoiding the Royal Fleet whilst preying on unwary merchants. \$20.00

Shadow in the South The Nazgul called Storm King rules this cruel domain of wild shores, dark ds, rugged mountains, and savage hordes of humanoid tribes.

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\$12.00

Denizzens of the Dark Wood Deep within brooding Mirkwood can be found tribes of Orcs, Trolls,
Giant Spiders, and a sinister Necromancer who requires living blood for his foul experiments.

\$10.00

Erech and the Paths of the Dead Deen Coemis swore allegiance to Gondor upon the Stone of Erech, and here the Dead Army will gather to right their ancient Oath-breaking.

Forest of Tears Secretive Honnin worshippers are being troubled by both a sinister cannibalistic spirit, and a Tavari seduced by Sauron's dark promises of power.

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Haunted Ruins of the Dunlendings Search for thugs responsible for slain merchants. A temple ruin harbors riches, and a deadly apparition! Rescue a Lady's son kidnapped by Dunnish warriors. \$10.00

Hazards of the Harad Wood Visit the superstitious rural folk iving near the Vale of Tears, or search the lush beauty of the Suza Sumar for ancient ruins that promise lost wealth.

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Mouths of the Entwesth Hideous Mewlips stalk all who dare to enter the fetid interior of their swamp than the proper did in prospersely indices this bruital land.

\$10.00 swamp All manner of vile monstrosity infests this brutal land. Omain. All marrier of vite increases in mose of collection.

(The) Necromancer's Lieutenant in Southern Mirkwood that PCs may protect a merchant's caravan, sheal a Necromancer's treasure, harass an Orc army, or aid the Elves against evil.

\$11.00

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Phantom of the Northern Marches A terrifed village populace is menaced by one seeking revenge. At night the moors tremble with the steps of something very large and quite voracious. Within the modering runs of a townhall a Firedrake awaits all challengers.

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\$10.00 then plan the downtail of cruel sea ratioers period and plan the downtail of cruel sea ratioers period in the first plan to the family of the last Kings of Arnor, and a meeting place for the famed White Council.

River Running The Dark Lord Turns East Six linked adventures detailing the Dark Lord's Council of the period of campaign against Dorwinion, Land of Maldens; famed for its magnificent wines, but now blighted by supernatural diseases, fell beasts and the dark magicks of a dread Necromancer. \$20.00 Rogues of the Borderlands. A land of snow-capped peaks and grim forests, wherein shadows hide fell beasts, and only the fearless dare dwell in the isolated hamlets and farmsteads. \$12.00 tell beasts, and only the fearless dare dwell in the isolated hamlets and farmsteads. \$12.00
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Warlords of the Desert The bustling port city of Dar is renown for its jovial merchants, wealthy traders, proud rogues from Far Harad or beyond, and the skulking agents of the Nazgul.

\$12.00

Woses of the Black Wood Try to stop the terror that haunts Bor Leath by night. Meet the herb misress who is protected from Black Wood's dangers by the animals she befriends. Or search the extensive
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PALLADIUM

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy lack the motivation to read a plethora of rulebooks!

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestatry. \$45.00 Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes.

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WEST END

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloodyminded bureaucracy, secret societies, mutants, psychotic robots and much more!

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. \$40,00

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Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure, I think. \$18.00 player characters were cowering under buildings. A ripping wild west adventure, I mink.

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More Songs About Food Vats Chases, comedy, and more explosions than you can shake a neurowhip at Includes handouts and props to make the players feel important.

\$18.00 Paranoia Sourcebook 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! \$40.00
People's Glorious Revolutionary Adventure Welcome to the Communist Controlled Complex Population (CCCP) toils selflessly under the benevotent rule of Big Red One, Tovarich Computer. \$20.00

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. \$35.00 The Computer Always Shoots Twice Reprint of Send in the Clones & Orcbusters - 96 pgs \$20.00

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CHAOSIUM

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PENDRAGON 3rd Ed. A 208 page book dealing with character generation, family history, glory & ambitions, ideals & passions, wealth, chivalric duties, NPCs & creatures, scenarios, and more! \$45.00 Blood & Lust Provides background material for a number of European kingdoms, and 4 linked Blood & Lust Provides background material for a number of European kingdoms, and 4 linked adventures, including a grueing, ambiguous confrontation with the witch queen Morgan. 128 pages. \$45.00 Boy King As the power of Rome dwindles, England is torn apart by feuding lords and plundering foreign tribes. A fabulous sword is drawn from stone by a youth who is destined to rule this shattered realm \$40.00 Castle of Bones. Adventures in the unseen world, the distorted, paranormal realm of Faerie - bane of virtuous knights, and a temptation for the wicked.

TBA

Grey Knight Death's Champion challenges Arthur's right to rule. Sir Gawaine will duel for his kings honor, but Medlin prophecies Gawaine's death unless an ancient Treasure of Britism is discovered. \$10.00 Honor & Glory Various scenarios set in the Age of Adventures, a time when devout knights rode the

preadth of Arthur's domain to confront lawlessness.

Knights Adventurous Expands the parameters of character Knights, plus details concerning a raids, women, Christianity, Paganism and mediaeval adventures.

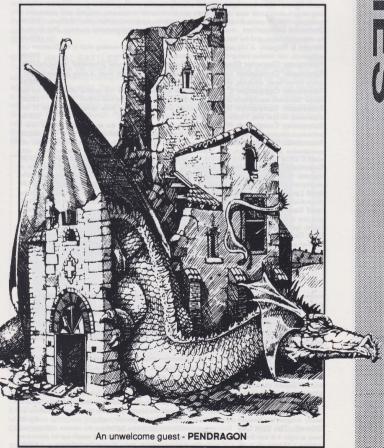
raids, women, Christianity, Paganism and mediaeval adventures. \$40.00
Pagan Shores Details the Emerald lele, realm of King Anguish and his raiders. Arthur and his knights, cominced of their own prowess and righteousness, prepare to cross the Irish Sea in search of loot. TBA
Perilous Forest A rich and powerful kingdom in wild North England has established a counterfeit version of the Round Table with which to contest Arthur's rule. Due mid '92.
TBA
Savage Mountains Four adventures exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. \$45.00
Tournament of Dreams. Two adventures of knighty virtue and chivalrous combat - Tourment of Dreams plus The Circle of Gold - they both sound like titles from a Mills & Boon novel!

#### RIFTS

**PALLADIUM** 

SCIENCE & SORCERY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc.



Mutants in Orbit A hybrid adventure that combines RIFTS with Teenage Mutant Ninja Turtles, and based in the After The Bomb universe.

TBA
RIFTS Sourcebook More campaign information on the Coalition, robots, villains, weapons, equipment and monsters - such as the Splugorthian Raider and Vampires.

TBA
RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E.'s back, soon anyway...

TBA
RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ier TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe.

\$45.00
World Book 1: Vampire Kingdoms Includes infromation on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, etc.

\$30.00
World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. Due ?

#### ROBOTECH

PALLADIUM

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army.

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. \$30.00

Ghost Ship. Rebet Zentraedi and bandit gangs plunder the ring of debris orbiting the Earth, the RDF dispatches its elite Space Patrol to dig them out. 48 pages. \$20.00

Lancer's Rockers A decade after the invasion, Humaity's most famous combat unit - the Rocks Knights, are decimated, Features new PC classes & weapons, plus seven adventures. \$20.00

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. \$20.00

RDF Accelerated Training Program Features new character skills & abilities, NPC generators, and briefs on strategy, plus a selection of mecha & vessels. 56 pages, with training missions \$20.00

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, horganics, Invid, Robotech Masters and Zentraedi. \$35.00

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages.

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules \$30.00

The Return of the Masters 88 page Sourcebook for the dangerous Indochina quadrant, the massive 6.95 satellite factory, and the R.D.F. military Moon Basses, includes adventures & mutants too. \$25.00

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destriods, Cyclone bikes, Veritech fighters & spacecraft Plus Invid history, Mecha, horganics & Hives, 3 adventures. 160 pps.\$35.00

#### ROLEMASTER

IRON CROWN

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See SHADOW WORLD for campaign material.

ROLEMASTER 2nd Ed. Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth, and are not for the faint of heart! \$45.00 Alchemy Compenion 208 page book detailing over 12 new professions, new skills, State Action tables, Critical Strikes, Item creation charts, over 70 new spell lists, and much more! \$35.00 Arms Law & Claw Law Contents include 30 individual Weapon Attack charts, 10 amazin Critical Strikes, Item creation charts, over 70 new spell lists, and much more! \$20.00 Character Law & Campaign Law A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPGI \$20.00 Creatures & Treasures Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. \$20.00 Creatures & Treasures II A compendium of monsters and artifacts. 112 pages with a plethora of evid creatures and mighty treasures, plus some great illustrations. \$22.00 Dark Space Rolemaster-Space Master campaign setting detailing a cross-genre universe. Magic & technology coexist while alien monstroeities plot the downfall of humanity. Includes new professions & spellopsion lists, 20 worlds & cultures, scenarios, creatures, equipment, softech, etc. 160 pages. \$30.00 Lemental Companion. New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic.

Heroes & Rogues A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration.

\$30.00 Rolemaster Companion Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules.

\$20.00 Rolemaster Companion III Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables.

\$20.00 Rolemaster C

#### RUNEQUEST

**AVALON HILL** 

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended !

RUNEQUEST DELUXE Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gammaster's Book (48 pages.), Creatures Book (48 pages.), guide to Glorantha (32 pages) & dice. \$60.00 RUNEQUEST STANDARD A boxed set with an abridged Rules Book (56 pages.) and a small Spells Book (16 pages.), plus dice and character sheets. This is the Runequest primer.

\$35.00 Apple Lane The Troil-bandit Whiteye and his vicious Troillian gang have been terrorising Apple Lane's populace for years. This scoundrel & his tiny thuge must be taught a lesson in serious ass kicking! \$25.00 Deughters of Derkness Nine adventures wherein the players partake in dangerous expeditions and deadly intrigues in a decayed city of chaos and corruption. 96 pages with maps.

\$30.00 Eldarad - The Lost City Eldarad is a partially rebuilt, lawless ruin where the minions of Chaos walk reetly at night. It is also the site of ancient elder tombs, wherein great magicks & wealth can be discovered. Contains a 54 page city guide, a 62 page adventure sourcebook, and a 32 page book of maps.

\$35.00

Elder Secrets of Glorantha A compendium of lore featuring monsters, artifacts, the secrets of Dragonkind, magical crystals & metals, the weather, Hero Questing, the Elder races & cults, etc. \$40,00 Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. \$45,00 Gods of Glorantha Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Gloranthian life. \$40,00 Haunted Ruins An ancient Dwarven mansion has become the lair for a Troll Clan lair. \$20,00 Into the Troll Realms 3 adventures. Includes a Trollball game, a giant-insect farm, flying Trollkin kidnapers, a chance to sample fearsome Troll beverages, & a Brontosaurus-carcass bandit hideout\$17.00 River of Cradles A concise introduction to the history, geography, cultures, and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax. About bloody time tool But when are we going to get it? TBA Runequest Cities A unique urban adventure guide. With a systematic encounter generator (4 tables) plus full mechanics for creating instant locations. Can be used in any fantasy campaign. \$20.00 Snake Pipe Hollow The chaos horrors which gave this town its gruescome reputation are back! \$22.00 Sun County By all accounts an excellent supplement! Due scon? TBA Trollpak Troll society thily described, with Troll characters explained in detail. Contains 3 books: Uz Lore (56 pages), Book of Uz (50 pages), The Munchrooms (40 pages), plus character sheets & maps. \$40,00 Troll Gods Another zesty serving of Troll delights - details new spells, skills, monsters, plus the delites of darkness, the Troll Regions, and clan knowledge.

#### **SHADOWRUN**

FASA

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities.

SHADOWRUN 2nd Edition 218 page book that contains a history to 2050AD, character development skills, magic, the computer matrix, cyber mechanics, a bestairy, a Seattle guide, and an adventure. \$25.00

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. \$18.00 Darkangel The last recordings of a cult-figure street musician is up for grabs, and everyone will be dying Derkanger The last recornings or a cultingure street musician is up for grades, and everyore will be upin to get it. I dead straight. And who suggested that music soothes the savage beast?

TBA

D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samural, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters.

\$17.00 Dragon Hunt 'Runners are hired to find a dragon's lost memory, despite heavy Corp. attention. \$16.00 mchipper Missing experimental pleasure chips are linked to a series of brutal slayings... Elven Fire Seattle's labyrinthine backstreets are ablaze, as mindless gang warfare errupts. \$16.00 (The) **Grimoire** A 126 page handbook further detailing spell creation, adepts, insect totems, alchemy enchanted items, magical groups and toxic shamens. \$25.00 GM's Screen 2nd Edition. Includes a collection of archetypes and street contracts. Due Sept. \$22.00 Harlequin A connected series of 8 adventures that feature exotic locales. These missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revengel

\$25.00

Vy & Chrome 'Runners must search for an elf girl missing from an exclusive boarding school.

\$16.00 London Sourcebook The London Syaw 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. \$30.00 |

Mercurial - In Concert at Underworld Enter the world of megahit rockstars, dreamchip addiction, exotic pleasures, toxic waste, hitmen, Yakuza sorceresses, and double-deals. \$18.00 |

Native American Nations Vol. 1 | Details history, cultures, economies & lifestyles of the newly-Sioux. Ute & Pueblo Council Nations, Includes a wilderness adventure. \$25.00 Native American Nations Vol. 2 Lists the remaining new nations, covering history, of economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. Neo-Anarchist's Guide to North America A comprehensive tour of city sprawls. Includes maps, and details on laws, transport, trade, corporations, government, gangs, crime, etc. 128 pages. \$30.00 Neo-Anarchist's Guide to Real Life Reminds me of something an ex-giriffriend kept telling me ("Get a real life!"), and as I sit before my Mac at 2.00 in the morroing typing this crap, I can understand why This book details everything from mass transit, to security systems and coffin motels. Due ? TBA One Stage Before A powerful corporation is nearing completion of its latest investment, but a rival organisation begins to sabotage its development. This could get real nasty. Due Sept. \$18.00 Paranormal Animals of North America An excellent illustrated guide to 79 strange creatures that roam the polluted skies and twisted underworlds of this nightmare future. 176 pages.

Queen Euphoria The job is to snatch Euphoria, the simsense star, for a wee \$25.00 en something alien & very malevolent cuts in on the action all hell breaks loose! The Rigger Black Book A compendium of vehicles, from urban runabouts to hunter-seeker drones. Includes modifications, support gear, and cyberwares. Real Rigger wet dream material. Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. \$30.00 Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. \$30.00
Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline boosting bioware, to headware cyberdecks, and sensory enhancements. \$30.

Sprawl Sites Features an assortment of building floorplans and city encounters, plus a collection \$30.00 ndividual NPCs who can be used as street contacts, etc. Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. \$25.00 Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some frunners to bring them back ASAP.

\$16.00 yitrual Realities 160 page guide to the matrix. Desking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs.

\$30.00

NOVELS - \$10.00 per title

The Secrets of Power Trilogy 1) Never Deal with a Dragon 2) Find Your Own Truth
3) Choose Your Enemies carefully
Miscellaneous Titles 1) 2XS 2) Changling 3) Never Trust an Elf (due Sept.)

#### SHADOW WORLD

IRON CROWN

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures.

Shadow World Master Atlas A world swept by powerful Flows of Essence that enhance or diminish a character's capacities. A land plagued by the Unitife, creatures so foreign that their origins are beyond knowledge. Contains a 64 page World Guide, a 64 pg Inhabitants Guide & a 32 pg Atlas Addendum. \$35.00 Black Troll's Vengeamce In Ledic all of the vegetable lileforms grow to four times their usual sizel But that stupendous fact doesn't help the populace when they're embroiled in serious civil strile. \$22.00 Cyclops Vale and Other Tales. The ancient artifacts of Peligris are a lure to many adventures, who will usually foam at the mouth at the mere mention of magical treasure anywayl). \$10.00 Demons of the Burming Night. The unexplored isle of Arammor is rumored to hide great treasures amongst its ancient ruins, and a terrible array of foul denizens who don't treat explorers kindly. \$15.00 Eidolon - City in the Sky. Details the Sel-kai island realm's capital - trade center of the world - a beutiful marble & glass metropolis floating among majestic cloud-scapes. Includes 8 adventures, 250 building descriptions, two color maps, etc. 160 page softcover.

Emer Contains two large colour maps and two books - a 96 page continent guide; and a 96 page Atlas Addendum that covers the world in general, as well as detailing demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials and weapons forging.

\$50.00 Islands of the Oracle. The Thirsting Cave appears on an Abarquan Island, from within come the dread Unitie and vile plagues. Salvation rests with an enigmatic Oracle, unseen for centuries. \$15.00 Jalman - Land of Twillight. Original home of the six Crowns of Essence, all of which were lost during a series of disasters. Both noble and evil powers seek these magical artifacts for their vast power.

Journey to the Magic Isle

The remote island of Uman harbors an ancient volcano wherein resides a magical lake, and the renown University of Magical Arts.

\$15,00

Kingdom of the Desert Jewel Gethyra is a nation that supports a benevolent society, but beyond it the wilderness crawls with savage beasts, and greedy adventurers seeking lost tombs rich in loot!

\$15,00

Nomads of the Nine Nations Details the rugged lands west of the Guardian Sea. Wondrous sights of natural beauty greet visitors to his vast country, but a dark cult threatens to invade.

\$18,00

Norek - City State of Jaiman Jaiman faces a desperate battle for survival against an army of Unlife army, as a young Prince begins his quest for an artifact that will help defeat the noisome horde.

\$15,00

Cuellbourne - Land of the Silver Mist Undead writhe like maggots in the ruin of Quellbourn's capital city, Pirate bands of loe Krals and raiding Trolls harass the populace, who also have to contend with a cult that exists only to destroy, & the minions of a Spider Goddess hunting for sacrifices.

\$15,00

Star Crown Empire and the Sea of Fates The eight citystates of Grhal offer a welcome respite from the wilderness beyond, but state politics can offer a bloody end to curious travelers. But the survivors of thy hospitality find that court intrigue offers its fair share of phunder!

\$18,00

Sky Giants of the Brass Stair Deep within the Garlon Mountains lies the Dwarven King's treasure, the evil Dragonlord's Skyriders and a Dragon have begun to search for this vast wealth.

\$16,00

Tales of the Loremasters Here's a multitude of adventures spread across numerous islands wherein reside ghouts, a dragon, phantoms, a Spirit Tree and other such encounters.

\$10,00

The Orgillion Horror Among the ruins of Not-Keh is a mauscoleum wherein lies the ancestral wealth of an evil Clan, but its Undead guardians have a certain way of dealing with treepassers!

#### **SPACEMASTER**

IRON CROWN

SCI-FI A detailed system for flexible environments - from near-future post-holocaust, to high-tech exploration, or superstitious decay. Based on Rolemaster.

SPACEMASTER A new over 200 page softcover rulebook replaces the old boxed set. Features 17 professions, over 120 skills, and a rich array of character backgrounds. Due soon, I think. \$50,00 Aliens & Artifacts 128 page book with 14 alen races & over 80 variant-environment 'animals'. \$25,00 Cygnus Conspiracy' On a world shrouded in smog, slaves kneet before the alter industrial madness; limbs totiling for hidden masters, but minds longing for a bloody release from these cruel bonds! \$6,00 Dark Space A detailed multi-genre campaign. Includes Softech equipment - the science of biological engineering. See the Rolemaster section in roleplaying for more details. \$30,00 Disaster on Adanis III An asteroid collides with an ocean world's moon, the litanic impact obliterates the satellite, and sende massive shock waves ripping across the planet below. \$6,00 Space Master Combati Screen A 34'x11' screen and 16 pages of reference sheets. \$10.00 Space Master Companion I A 96 page sourcebook packed with variant rules, new professions skills, plus campaign information and strategic-level mechanics. \$22.00

#### STAR WARS

WEST END

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners.

STAR WARS 144 page hardback with all the core rules and campaign background.

\$45.00

Battle for the Golden Sun Sedri is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial marine troops have already begun a frantic search.

\$22.00

Black Ice Rebel spies must attempt to steal a massive cargo ship - a vessel that is five times the size of an Imperial Star Destroyer Includes deck plans.

\$22.00

Crisis on Cloud City A floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents commandeer the city and begin abrutal search for rebels.

\$25.00

Death in the Undercity The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams.

\$22.00

(The) Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangers, surface trenches, etc. 96 pages.

\$35.00

Domain of Evil Rebels are stranded on a desolate ewamp world, pursued by bounty hunters, they must find an insane Jedi Knight from the Dark Nexus, or join the compost rothing in the undergrowth \$22.00

Galaxy Guide 1 A comprehensive collection of backgrounds, statistics and general information on the heroes and villains from the original Star Wars movie. 80 illustrated pages.

\$27.00

Galaxy Guide 2 - Yavin & Beepin Details moons, inhabitants, adventure ideas, etc.

\$27.00

Galaxy Guide 3 - The Empire Strikes Back Details the alien, Imperial and Rebel personalities

Galaxy Guide 3 - The Empire Strikes Back Details the alien, imperial and Rebot personalities that appeared in the second Sarr Wars film, includes data on Hoth, Dagobah & Bespin. 80 pages. \$27.00 Galaxy Guide 4 - Aliens Details 42 critters - their habitat, culture, social tendencies, diet, etc. \$27.00 Galaxy Guide 5 - Return of the Jedi Jabba and his strange cohorts get the treatment. \$30.00 Galaxy Guide 6 - Tramp Freighters Details the reguish free traders (such as Han Solo) and their fast light freighters. Includes design & upgardes, plus trading, smuggling, imperial evasion, etc. \$27.00

Galaxy Guide 7 - Craken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. \$27.00 Game Chambers of Questal The Alliance High Command has given up the search for Tiree, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. \$25.00 Gamemaster Kit Features a revised 4-panel Game Master's screen, with game data on the Tirax Sector & the Bissillirus system, plus Rebel cell creation, and an eight episode campaign. \$27.00 Graveyard of Alderaan Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more herrifying.

New Republic, Dark Jedi, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. Due Aug./Sept.

New Republic, Dark Jedi, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. Due Aug./Sept.

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New Republic, Dark Jedi, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. Due Aug./Sept.

Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages.

Pladi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages.

Mission to Lianna A weary Rebel unit, after completing a mundane mission, discover a top-secret imperial operation intent on producing an effective cloaking device for their star ships.

TBA Otherspace Beyond realspace and the time-bending corridors of hyperspace resides a strange otherwordly dimension fractions to producing an effective cl

#### STORMBRINGER

CHAOSIUM

SCIENCE & SORCERY The brutal world of the Young King-doms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books.

STORMBRINGER 4th Ed. Although the mechanics can get bloody at times, this is an excellent dark-fantasy RPG that is gaining a well-deserved reputation. The mechanics are based on the excellent Rune-quest system, but with Demon-based magic (with an Elemental version available soon). \$40.00 Castle of Eyes The castle's ruling family, degenerate & embittered after a millenium of tragic conflict face annihilation in a struggle for the throne.

TBA

Melnibone Eric ascends to the throne of Melnibone, a nation in decline, but still able to welld immense

Melnibone Eric ascends to the throne of Melnibone, a nation in decline, but still able to weild immense power. Includes new magic, pacts with elemental lords, the great dragons, maps, plus adventures. TBA Perils of the Young Kingdoms The power of Melnibone wannes, as that of Pan Tang grows. The armies of many nations are restless, & tumoil erupts with devastating results. With 6 adventures. \$35.00 Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot heir vengeance. An excellent series of adventures that builds up quite a bit of momentum. \$30.00 Sea Kings of the Purple Towns An ideal base for jaded adventurers, the Purple Towns is a bustling trading centre. Includes an elemental magic system, ship and sailing rules, plus adventures. TBA Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatable bloodlost, and puissant magicks. Includes notes on history, society & charactergeneration, with regional maps, five adventures, plus a new Daemon magick system. 128 pages. \$35.00

#### TALES OF THE FLOATING VAGABOND

SCI-FI? A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, and utter mayhem! A quick-play, low complexity RPG for energetic, zany players. By Avalon Hill.



TALES OF THE FLOATING VAGABOND Synopsis - the dregs of the multiverse converge on a disreputable stellar-pub to consume vast quantities of strange beverages. Contains all the necessary rules & campaign background, plus an adventure. Features time travel, spells & dimensional travell \$30.00 Adventure With No Name Satirisation of certain multi-gener role-playing adventures - due ? \$30.00 Ber Wers Captain Carnage and Ms. Missile tackle a bunch of cybernetic sociopaths intent on destroying all the bars in the galaxy! The problem is once a brawl starts everyone joins in!

\$30.00 Cosmic Paternity Suit Zeus wants his son Testosticles located and brought to trial to face a suit brought against him by an anonymous defendant from the Ninth Circle of Fire.

TBA hypercad 54 Where Are You? New rules for Time Police characters, with 5 short adventures. TBA In Cold Milk: The Cereal Killer Someone is oput to kill Licenseworld's breakfast cereal spokes-characters, and they aren't about to stop until every last cartoon toucan, rabbit à leprechaun is dead! TBA Shticks and Stones A supplement that introduces new shitcks, skills, Pc races, equipment, etc.TBA The Reich Stuff In 1936 Einstein is kidnapped by Nazis and forced to work on their space program. Intrepid adventures, steins in hand, must free him.

\$30.00 Weirder Tales From the Floating Vegabond: A Space Opera The plot synopsis I've just read makes no sense at all, so I'll just contine typing away at my keyboard until I start to run out of space... Time Police At this point in time I still don't have a due what it'sall about - details later.

#### TEENAGE MUTANT NINJA TURTLES PALLADIUM

SCI-FI OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG!

TORG WEST END

SCIENCE & SORCERY Earth is invaded by hostile entities, each with a legion of minions and their host realities. A hellish jigsaw of warped realms thus disfigure the world.

TORG Box set with a 144 page rulebook, a 48 page Adventure Book, an 80 page Worldbook, and 150 action-drama cards to spice up combat. This is roleplay based on dramatic, exuberant film direction.\$35,00 Aysie Sourcebook Europe is warped by forces of magic and mythical creatures of good and evil, as elements of high fantasy take root in England and Scandinavia.

(The) Cassandra Files Describes the Delphi Council, an organisation that rules America through subversion and deception (sounds like the CIA). Theri files could unravel many mysteries.

\$27.00 Central Valley Gate A 64 page adventure, I'll provide more details later folks.

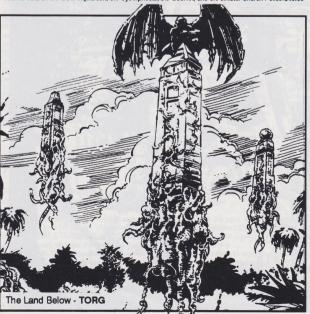
\$22.00 City of Demons in battle-born Los Angeles Storm Knights and an unlikely ally must stop a Tharkoldu revolution, and hold at bay hippon's greed for real estate. Sound conhused? - I am!

\$27.00 Creatures of Aysie An illustrated bestiary of 60 besties from the fantasy realm, deadly denizers and myths made flesh. 128 pages, including Black Unicorns, Detrimentals, Possibility Lecches, et al.

\$27.00 Creatures of Orrorsh A morbid menagerie of foul creatures from the hortor realm.

\$35,00 Crucible of Pain Storm Knights battle their way through mini-versions of the six major realms, trying to save a core-Earth girl from a sadistic scientist's experiments.

\$27.00 Cyberpapecy Sourcebook. Details the realm in France that is ruled by a false Pope of cybernetics. Features data on the cruel inquisition, the Cyberpriests, the GodNet, and the sinister Church Police.\$40.00



Cylent Scream and Other Tales Six separate and complete adventures, each set in a different realm - the Cyberpapacy, Orrorshan, Nippon, Living Land, Aysle and the Nile Empire. \$25.00 (The) Delphi Council Worldbook Vol. 1 AThe Near Now of Core Earth, Storm Knights and Delphi The New York of the High Lords from stripping the world of its precious possibilities.

The New York of the High Lords from stripping the world of its precious possibilities.

The New York of the High Lords from stripping the world of its precious possibilities.

The New York of the High Lords from stripping the world of its precious possibilities. retrieved from an archeological dig in the Living Land.

Forever City An artifact must be stolen from its guardians and taken to a ruin in the This adventure pits the players against cyberknights, gods, and a hideous agent from the 5th realm \$25.00

Full Moon Draw and Other Adventure Six 10-page adventures set in various realms. \$27.00

Godnet Enter the Holy Inquisition's cyberspace Matrix - the Cyberspapacy's telecommunications network. An extra dimensional realm of neon data where cyberdeck programs are the keys to power. \$30.00

High Lord of Earth Earth's Darkness Device has been discovered. Storm Knights must face ritual murdeers, cultists, dark gods, and their desires as a new Lord tries to join the Possibility Raiders. \$27.00 Influerse Update Reveals TORG history since the invasion. Features realm updates, new stellae maps, dispatches, rumors, 2 mini-adventures, plus new character templates. 128 pages. \$35.00 Kanawa Personal Weapons The Kanawa Corp's Arms Division makes sure Storm Knights outgun Name of the state (The) Land Below Trapped within the Earth's core there exists a pocket realm, a vast confusing labyrinth wherein prowls twisted creatures, and where resides the powerful Eternity Shard. \$35.00 (The) Living Land Describes the realm-Cosm of primitive reality - North America has become in part a (116) Living Laina Describes are reasonable than the standard properties of Nile Empire Sourcebook The Pharach Dr. Mobius is the right 200 0, page 1, 200 0, and Africa conceal his sinister plots, dark agents and ruthless villains.

Nippon Tech Sourcebook The mysterious, secretive realm of Nippon is protected by its vast wealth, and the latest secretive and the protected by the secretive secretive realm of Nippon is protected by its vast wealth, and the latest secretive secretiv futuristic technology, plus an army of high-tech samural & ninja, 128 pages. \$40.00

Operation: Hard Sell The realms of Nippon Tech and Baruk Kaah's primative Living Land struggle for ultimate control of America's West Coast. \$25.00 ultimate control of America's West Coast.

25.00

Orrorsh Sourcebook Details the Gaunt Man's cosm; an occult realm of nightmare where horrors beyond imagining sither through the haunted night, and fear is power!

Adv.00

Pixaud's Practical Grimore A 96 page supplement that features 150 new spell descriptions, a revised magicks system, a comprehensive spell index, plus practical tips for both players & GMs.

\$30.00

(The) Possibility Chalice From a temple on Core Earth, to a bleak fortress guarded by dark monstrosities in Aysle, our heroes must evade a high Lord's agents.

\$24.00

Space God's The South American cosm is realm to the Akashans and the highest tech level of all realities - but these space gods have also unleashed their own dire nemesis, the Comaphaz plague. Includes rules for bio-technology, psionics, reality mechanics plus new critters and PC templates. \$40.00

Storm Knights' Guide to the Possibility Wars Features an extended background generation system plus new spells, abilities, spells, miracles, equipment, eternity shards, etc. 96 pages.

\$30.00

Temple of Rec Stalek in the Near Now realm edeinos & undead stalk humans for sacrifices to appease the newly risen edeinos god of death, who in turn must slay the High Lord Baruk Kash.

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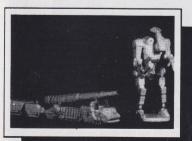
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RAL01317	MAGIC USER (3)	\$9.95
RAL01318	HOBBIT THIEF (3)	\$9.95
RAL01319	ELF THIEF (3)	\$9.95
RAL01320	PALADIN (3)	\$9.95
RAL01321	HUMAN ASSASSIN (3)	\$9.95
RAL01322	BARBARIAN (3)	\$9.95
RAL01323	DWARF FIGHTER (3)	\$9.95
RAL01324	ELF FIGHTER (3)	\$9.95
RAL01325	DRUID (3)	\$9.95
RAL01326	CLERIC (3)	\$9.95
RAL01328	ANTI-PALADIN (3)	\$9.95
RAL01329	ELF FIGHTER/MAGE (3)	\$10.95
RAL01330	FIGHTER W/AXE (3)	\$9.95
RAL01331	ILLUSIONISTS (3)	\$9.95

RAL01332	FEMALE FIGHTERS (3)	\$9.95
RAL01333	WIZARD MAGE (3)	\$9.95
RAL01334	GNOME ILLUSIONIST (3)	\$9.95
RAL01335	ANTI-HERO (3)	\$9.95
RAL01336	NINJA (3)	\$9.95
RAL01337	FEMALE MAGIC USER (3)	\$9.95
RAL01338	EVIL SHAMAN (3)	\$9.95
RAL01339	DROW ELF (3)	\$9.95

#### **FANTASY ARMY** $\begin{picture}{ll} PACKS \\ Blisters with 4-6 foot, or 2-3 cavalry 25mm metal figures. \end{picture}$

RAL02002	WOOD ELF W/BOW & SWORD	\$13.95
RAL02003	WOOD ELF FIRING BOW	\$13.95
RAL02004	WOOD ELF W/PIKE	\$13.95
RAL02006	SEA ELF W/PIKE	\$13.95
RAL02007	SEA ELF ADVANCING	\$13.95
RAL02009	HIGH ELF W/AXE	\$13.95
RAL02014	HIGH ELF FIRING BOW (6)	\$13.95
RAL02016	HIGH ELF CAVALRY W/SWORD	\$13.95
RAL02017	STAR BROWS SELECT	\$13.95
RAL02018	STAR BROWS COMMAND	\$13.95
RAL02023	DEEP ELF W/HALBERD	\$11.95
RAL02025	DEEP ELF CAVALRY W/LANCE	\$12.95
RAL02029	MOUNTED HALFLINGS (4)	\$13.95
RAL02031	DWARVEN AXEMEN (6)	\$12.95
RAL02032	ELITE DWARF AXEMEN (6)	\$13.95
RAL02033	DWARVES WITH 2 HD AXES (6)	\$12.95
RAL02036	DWARF W/HAMMER (6)	\$12.95
RAL02037	DWARVEN SWORDSMEN (6)	\$12.95
RAL02038	DWARF W/CROSSBOW (6)	\$12.95
RAL02039	DWARVEN COMMAND (4)	\$12.95
RAL02040	SKELETON COMMAND	\$13.95
RAL02041	MOUNTED SKELETON KNIGHT	\$13.95
RAL02042	SKELETAL KNIGHT	\$12.95
RAL02043	SKELETAL ARCHERS	\$13.95
RAL02044	SKELETAL MELEE TROOPS	\$13.95
RAL02045	DEALERS OF DEVASTATION	\$13.95
RAL02046	DEALERS COMMAND	\$12.95
RAL02050	MIXED IMP SKIRMISHERS	\$12.95
RAL02055	RATLING SKIRMSIHERS (6)	\$12.95
RAL02056	<b>RATLING ASSAULT TROOPS (6)</b>	\$12.95
RAL02057	RATLING COMMAND (6)	\$12.95
RAL02058	FANGS OF FURY	\$12.95
RAL02059	FANGS OF FURY COMMAND	\$12.95
RAL02062	LESSER ORC ARCHERS	\$12.95
RAL02065	LESSER ORC MELEE TROOPS	\$13.95



RAL02070	MIXED ORC SPEARMEN	\$13.95
RAL02072	MIXED ORC SWORDMEN	\$13.95
RAL02073	KORGS KILLERS (6 ORCS)	\$13.95
RAL02077	ORC ARCHERS	\$13.95
RAL02078	WAR MACHINE	\$49.95
RAL02079	ORC COMMAND GROUP	\$12.95
RAL02093	WOLF RIDERS MIXED	\$13.95
RAL02094	WOLF RIDERS & WOLF	\$12.95
RAL02095	CENTAUR SKIRMISHERS	\$12.95
RAL02097	STEEL WIND CENTAURS	\$13.95
RAL02098	ARMORED CENTAURS	\$13.95
RAL02103	CHAOTIC WARRIORS (6)	\$12.95
RAL02104	WARRIORS OF CHAOS(6)	\$12.95
RAL02105	CHAOS WARRIOR BOWMAN (6)	\$12.95
RAL02107	CHAOS PIKEMEN (6)	\$12.95
RAL02110	LRD GOODWINS COMMAND (4)	TBA
RAL02111	KNIGHTS OF JUSTICE (3)	TBA
RAL02112	LANCERS OF JUSTICE (3)	TBA
RAL02113		TBA
RAL02114	JUSTICE FOOT SOLDIERS 6	TBA
RAL02130	DAE-SHIRU COMMAND	\$12.95
RAL02131	DAE-SHIRU SKIRMISHERS	\$12.95
RAL02132	DAE-SHIRU REGULARS	\$12.95
RAL99015	ATLIEDIAN RANGERS (11)	\$24.05

#### FANTASY CHARACTERS

Each blister contains 1 25mm figure.

	and a second second	
RAL02210	HIGH ELF SWORD	\$3.50
RAL02211	HIGH ELF ADVANCING	\$3.50
RAL02214	HIGH ELF FIRING BOW (1)	\$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	\$3.50
RAL02228	HALFINGS W/AXES & SWORDS	\$3.50
RAL02301	FIGHTER IN PLATEMAIL	\$3.50
RAL02302	PALADIN W/GREATSWORD	\$3.50
RAL02303	RANGER IN MAIL W/BOW	\$3.50
RAL02304	CHAOS WARRIOR WITH SWOR	D \$3.50
RAL02305	CHARGING FIGHTER	\$3.50
RAL02307	HEROIC KNIGHT	\$3.50
RAL02308	FIGHER WITH LONGBOW	\$3.50
RAL02309	ANTI-HERO W/AXE	\$3.50
RAL02310	FEMALE FIGHTER	\$3.50
RAL02311	CAVALIER KNIGHT	\$3.50
RAL02312	WARRIOR LORD	\$3.50
RAL02331	MASTER THIEF	\$3.50
RAL02332	BRIGAND THIEF	\$3.50
RAL02333	ACROBATIC THIFF	\$3.50
RAL02334	CLOAKED ASSASSIN	\$3.50
RAL02335	NINJA ASSASSIN	\$3.50
RAL02351	WIZARD W/STAFF	\$3.50
RAL02352	ADVENTURER WIZARD	\$3.50
RAL02353	ILLUSIONIST CONJURING	\$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	\$3.50
RAL02355	WIZARD W/RUNESWORD	\$3.50
RAL02356	FEMALE MAGIC USER	\$3.50
RAL02372	ARMORED CLERIC	\$3.50
RAL02373	DRUID	\$3.50
RAL02375	INQUISITOR W/SWORD	\$3.50
RAL02376	FEMALE CLERIC	\$3.50
RAL12001	ALL AMERICAN FIGHTERS	\$3.50
Т	here are 12 different figures in this code	Ψ0.00
RAL12011	ALL AMERICAN NEW ORCS	\$3.50
Т	here are 12 different figures in this code	40.00
RAL12020	WIZARD ALL AMERICAN	\$3.50
тт	here are 12 different figures in this code	
RAL12030	UNDEAD ALL AMERICAN	\$3.50
DALLOGIA	here are 12 different figures in this code	
RAL12040	ALL AMERICAN DWARVES	\$3.50
RAL12050	here are 12 different figures in this code	
	ALL AMERICAN ELVES here are 12 different figures in this code	\$3.50
	nere are 12 different figures in this code	

#### FANTASY MONSTERS

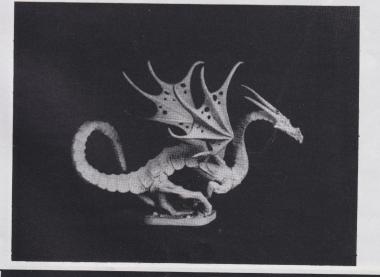
Blisters with 1 or ( ) 25mm scale metal figures

RAL02401	GREAT FIRE DRAGON	\$19.95
RAL02402	SKELETONS (2)	\$7.50
RAL02403	WERETIGER	\$3.50
RAL02404	GARGOYLE	\$5.00
RAL02405	DEMON	\$5.50
RAL02406	ARMORED MINOTAUR	
RAL02407	HELL HOUNDS (3)	\$9.95
RAL02408	LION CENTAURS (2)	\$9.95
RAL02412	RATLINGS (4)	\$12.95
RAL02415	TROLLS (3)	
		\$12.95
RAL02416	ARMORED OGRES (2)	\$11.95
RAL02417	TREE SHEPHERD	\$19.95

#### **FANTASY BAD GUYS**

Each with 1 - 4 25mm scale metal figures.

20.00	Each with 1 - 4 25mm scale metal figures.	
RAL02901	HYDRA SMALL	\$10.95
RAL02902	FEMALE GIANT	\$10.95
RAL02903	ARMORED CENTAURS	\$10.95
RAL02908	MANTICORE	\$9.95
RAL02909	UNICORN	\$6.50
RAL02910	LIONS (MALE & FEMALE)	\$7.50
RAL02911	ATTACK DOGS	\$7.00
RAL02912	GIANT RATS	\$7.50
RAL02922	GNOMES	\$10.95
RAL02927	FEMALE WARRIORS	\$9.95
RAL02928	WYVERN	\$12.95
RAL02931	FIGHTING PALADIN	\$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	\$3.50
RAL02933	HALF ELF CHAMPION	\$3.50
RAL02934	BARBARIAN GIANT	\$12.95
RAL02936	ARMORED MINOTAUR	\$9.00
RAL02937	FIGHTING PEGASUS	\$9.95
RAL02938	SKELETON WARRIORS	\$11.95
RAL02939	GNOLL & HENCHBEASTS	\$9.95
RAL02940	SKELETAL GIANT	\$12.95
RAL02941	CHAOS WAR DRAGON & RIDE	\$12.95 \$10.05
RAL02942	BARBARIANS (3)	
RAL02943	ARMORED OGRE	\$9.95
RAL02944	DRAGONMEN	\$8.95 \$10.95
RAL02945	SABRETOOTH	
RAL02948	ARCHERS (3)	\$4.95
RAL02949	GREY WIZARD	\$9.95 \$3.50
RAL02950	UNDEAD NINJA	
RAL02951	KI-RIN	\$3.50 \$6.50
RAL02952	SKELETAL BEASTMEN (4)	\$12.95
RAL02953	WARCAT W/GNOLL RIDER	\$8.50
RAL02954	WINGED DEMON LORD	\$12.95
RAL02955	EVIL DRAGON	\$19.95
RAL02956	GIANT MINOTAUR/BEASTMAN	\$13.95
RAL02957	HOBGOBLINS (4)	\$13.95
RAL02958	FAMILIARS (MULTIPLE)	\$3.50
RAL02959	FEMALE ADVENTURERS (3)	\$9.95
RAL02960	HOBGOBLIN BOAR & RIDERS	
RAL02961	GOATMEN	\$13.95 \$13.95
RAL02962	COCKATRICE	\$3.50
RAL02963	FEMALE MAGIC USERS	
RAL02964	HIPPOGRIFF	\$9.95
RAL02965	MOUNTED SPECTRE	\$9.95
RAL02966	HALF ELF ADVENTURER	\$8.95
RAL02967	BALROG	\$11.95
RAL02968	CENTAURS MALE & FEMALE	\$11.95
RAL02969	FEMALE PALADIN & UNICORN	\$10.95
17102303	PENIALE FALADIN & UNICORN	\$10.95



RAL10461 Fearless Frost Dragon

#### **FANTASY BOXED SETS**

Boxed sets with 1 or ( ) 25mm scale figures.

DALOHOOD DELOCAL BOXES	
RAL01068 DRAGON BOXED	\$19.95
RAL01083 WAR DRAGON BOXED	\$22.50
RAL01084 EVIL LORD BOXED	\$22.50
RAL01086 WINGED BEAST	\$12.95
RAL01094 GOLDEN DRAGON	\$34.95
RAL02020 ELF CHARIOT with 2 crew	\$29.95
RAL10200 NINJA (6)	\$18.00
RAL10210 GUARDIAN DRAGON	\$24.95
RAL10211 SILVER DRAGON	\$24.95
RAL10212 ROGON, BALROG DRAGON	\$24.95
RAL10308 HIGH CHIVALRY (9)	\$26.95
RAL10309 SKELETAL LEGIONS (9)	\$26.95
RAL10410 BEAR CHARIOT OF ICELANDS	\$34.95
RAL10412 RAL, LORD OF THE BALROGS	\$34.95
RAL10414 WARLORDS (10)	\$26.95
RAL10416 DUELING DRAGONS (2 dragons	\$44.95
RAL10418 GRIFFIN CHARIOT	\$44.95

#### COLLECTORS MASTERPIECES

High quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON	\$34.95
Meg	a armored dragon with lance wielding ride	r.
RAL10420	CLUTCH OF FEAR	\$44.95
Drag	on about to eat 2 thieves stealing her egg	8.
RAL10450	ANTAGONISTS BOXED SET	\$59.95
Evil w	variord on a fearsome black dragon verses	a
	good sorceress on a pegasus	
RAL10451	BRIDGE OF SORROWS	\$69.95
A brilliant set	with a with a centaur & mage on a bridge	trying to
res	scue a princess from a dragon's clutches.	,
RAL10460	BLACK DRAGON OF FIRE'N'ICE	\$34.95
RAL10461	FEARLESS FROST DRAGON	\$34.95
RAL10462	RIDING THE WIND TO VALHALL	A\$49 95
Dwarves with	gatting crossbows are mounted on a big of	
	more in a backet beneins beneath the	

#### WEIRD FANTASY

Blisters with 1 or ( ) 25mm metal figures.

RAL23601	KINDLY OLD WIZARD	\$3.50
RAL23602	AERIAL SERVANT	\$3.50
RAL23603	COMPLETE ADVENTURER	\$3.50
RAL23605	DWARF WINFERIORITY COMPLEX	\$3.50
RAL23606	GRATEFUL UNDEAD (4)	\$11.95
RAL23607	SAMURAI NIGHT FEVER	\$3.50
RAL23611	DWARF WITH NO NAME	\$3.50
RAL23614	ZOID, THE BARBARIAN PINHEAD	\$4.95
RAL23615	RUMBLUNDER, COMPLETE WARRIOR	\$3.50
RAL23616	KING OF THE BARDS	\$3.50
RAL23619	REYNARD THE ROGUE	\$3.50
RAL23620	GROAN OF SPARE KATANA	\$3.50
RAL23621	DWARF WITH RUNE-SPANNER	\$3.50

#### **RAL PARTHA IMPORTS**

		TITLE AND THE OF	CID
		Blisters with 1 or () 25mm metal figures.	
	RAL31001	LORD OF DARKNESS	\$4.95
	RAL31003	GHOST	\$3.50
	RAL31005	MINOTAUR	\$4.95
	RAL31006	WEREWOLF	\$3.50
	RAL31007	ZOMBIE	\$3.50
	RAL31008	MEDUSA	\$3.50
	RAL31009	MUMMY	\$3.50
	RAL31010	MIND SLAYER	\$3.50
	RAL31011	BRUISE BROTHERS (2)	\$9.95
	RAL31015	SLAYAI, EVIL HIGH SORCERESS	\$3.50
	RAL31016	DRUID & BEAR (2)	\$7.50
	RAL31018	SCREAMING OGRE	\$7.50
	RAL31019	HORNED CYCLOPS	\$7.50
	RAL31020	WERERAT	\$3.50
	RAL31022	WRAITH W/FLAMING SWORD	\$3.50
	RAL31023	LIZARD MEN (3)	\$9.95
	RAL31025		\$14.95
	RAL31026		\$12.95
	RAL31027	UNICORN	\$5.95
	RAL31028	ARMORED CLOUD GIANT	\$14.95
	RAL31029	ARMORED OGRES OF DOOM 2	\$13.95
	RAL31030	HUNTRESS & HUNTER DRAGON	\$11.95
	RAL32004	SOOTHSAYER	\$3.50
	RAL32005	WHITE KNIGHT	\$3.50
	RAL32011	SINBAD	\$3.50
	RAL32014	WARRIOR MONKS	\$9.95
	RAL32016	GLADIATORS	\$7.50
	RAL32017	BATTLE QUEEN & WARWOLF	\$6.95
	RAL32018	TWO MASTER THIEVES	\$9.00
	RAL36101	SHOGUN SKELETON LORD	\$3.50
	RAL36102	GRIM REAPER	\$3.50
ı	RAL36104	SKELETON RIDER ON HORSE	\$7.50

#### **BUSHIDO RANGE**

Blisters with 1 - 3 25mm metal figures.

RAL53775	MOUNTED SAMURAI	\$12.95
RAL53901	SAMURAI & RONIN (3)	\$9.95
RAL53902	SAMUARI BUSHI (3)	\$9.95
RAL53903	NINJA (3)	\$9.95
RAL53904	BUDOKA & YAKUZA (3)	\$9.95

RAL53905	FEMALE ADVENTURERS (3)	\$9.95
RAL53906	MAGICIANS (3)	\$9.95
RAL53907	TENGU (3)	\$9.95
RAL53909	KAPPA (3)	\$9.95
RAL53911	DAI-BAKEMONO (1)	\$9.95
RAL53912	DAI-ONI (1)	\$10.95
RAL53913	ARMORED NINJA (3)	\$9.95
RAL53914	NINJA W/GIMMICK WEAPONS	(3) \$9.95
RAL53915	ARMORED SAMURAI (3)	\$9.95
RAL53916	SAMURAI ADVENTURERS (3)	\$9.95
RAL53917	TATSU DRAGON	\$16.50
RAI 53918	MUKADE CENTIPEDE	\$11.05

#### FANTASY ADVENTURERS

Blisters with 1 25mm metal figure.

RAL61004	SNEAK THIEF WITH DAGGER	\$3.50	
RAL61006	BARD W/SWORD & LUTE	\$3.50	
RAL61007	MONK W/STAFF	\$3.50	
RAL61008	RANGER W/SWORD & BOW	\$3.50	
	BARBARIAN W/2H SWORD		
RAL61009		\$3.50	
RAL61010	PALADIN W/SWORD	\$3.50	
RAL61011	ILLUSIONIST W/STAFF	\$3.50	
RAL61012	NINJA ASSASSIN W/SWORD	\$3.50	
RAL61014	ELVEN HERO W/SWORD	\$3.50	
RAL61016	FEMALE WIZARD WITH STAFF	\$3.50	
RAL61017	FEMALE THIEF W/DAGGER	\$3.50	
RAL61018	FEMALE THIEF W/DAGGER FEMALE CLERIC W/MACE	\$3.50	
RAL61019	FEMALE FIGHTER SHIELD	\$3.50	
RAL61020	HOURI W/DAGGER	\$3.50	
RAL61021	EVIL WIZARD WITH STAFF	\$3.50	
RAL61022	EVIL CLERIC	\$3.50	
RAL61023	EVIL PRINCESS	\$3.50	
RAL61026	FIGHTER W/CHAINMAIL	\$3.50	
RAL61027	AMAZON W/SWORD	\$3.50	
RAL61029	DWARF CHAMPION W/AXE	\$3.50	
RAL61030	FEMALE RANGER	\$3.50	
RAL61031	PALADIN W/FULL CHAINMAIL		
	GNOME WARRIOR THIEF	\$3.50	
RAL61034		\$3.50	
RAL61038	NINJA PERSONALITY W/SWORD	\$3.50	
RAL61042	FEMALE PALADIN IN PLATE	\$3.50	
RAL61043	BARBARIAN HEROINE W/SWORD		
RAL61046	MAILED WARRIOR	\$3.50	
RAL61047	SORCERESS-DUNGEON ATTIRE	\$3.50	
RAL61048	SWASHBUCKLER THIEF	\$3.50	
RAL61050	THIEF IN AMBUSH	\$3.50	
RAL61051	FEMALE DUELLIST W/2 SWORDS	\$3.50	
RAL61052	DUELLIST W/2 SWORDS	\$3.50	
RAL61053	TORQUEMADA, CONQUEROR	\$3.50	
RAL61054	ZORA, GYPSY SORCERER	\$3.50	
RAL61056	BAL, LORD HIGH EXECUTIONER	\$3.50	
RAL61057	BELINDA, KNIGHT OF LIGHT	\$3.50	
RAL61058	DARLENE, WARRIORESS	\$3.50	
RAL61059	MELORIAN, ADVENTURESS	\$3.50	
RAL61065	CHAOTIC BARBARIAN ATTILA	\$3.50	
RAL61066	HERCULES	\$3.50	
RAL61067	HEROIC WIZARD	\$3.50	
RAL61068	QUEEN OF EVIL	\$3.50	
RAL61069	JUNGLE LORD	\$3.50	
RAL61070	GALLINIR ELF KNIGHT	\$3.50	
RAL61071	OBESS THE ROTUND	\$3.50	
RAL61072	DWARF STORMTROOPER	\$3.50	
RAL61073	ROEG BARABARIAN PRINCE	\$3.50	
RAL61074	ELLANA, DRAGONMISTRESS	\$3.50	
RAL61075	HOGAR ARMORED HALFLING	\$3.50	
RAL61076	KIERAN MALE PITFIGHTER	\$3.50	
RAL61077	KATARO FEMALE PITFIGHTER	\$3.50	
RAL61078	SARLON DARK ELF WARRIOR	\$3.50	
RAL61079	DENATALE YOUNG WIZ	\$3.50	
RAL61080	SIR MICHAEL - BOLD CAVALIER	\$3.50	
RAL61081	CHI-LI YOUNG ENCHANTRESS	\$3.50	
RAL61082	DORNA WARRIOR QUEEN	\$3.50	
RAL61083	DARK ELF PRINCESS	\$3.50	
RAL61084	NOEGU PITFIGHTER CHAMPION	\$3.50	
RAL61085	THORBAN DWARF CHAMPION	\$3.50	
RAL61086	LANAH, BARBARIAN PRINCESS	\$3.50	
RAL61087	CONNIVING CLERIC	\$3.50	
RAL61088	FREA SHIELD MAIDEN	\$3.50	
RAL61089	YOUNG PALADIN SIR GARTH	\$3.50	
RAL61090	ELF ADVENTURESS VIVANIA	\$3.50	
RAL61091	SAVAGE CHIEFTAIN MBONGA	\$3.50	

#### **SHADOWRUN**

Blisters with ( ) 25mm metal figures.

RAL20500	SHADOW RUNNERS (4)	\$12.95	
RAL20501	DECKERS (3)	\$9.95	
RAL20502	HUMAN STREET SAMURAI (3)	\$9.95	
RAL20503	MAGI (3)	\$9.95	
RAL20504	DEMI-HUMAN SAMURAI (3)	\$9.95	
RAL20505	ELVES (4)	\$12.95	
RAL20506	CORPORATE CONTACTS (3)	\$9.95	
RAL20507	GO-GANGERS (4 GUYS & 2 BIKES)	\$16.95	
RAL20508	RIGGERS AND ROCKERS (4)	\$12.95	
RAL20509	HUMAN STREET GANG (3)	\$9.95	
RAL20510	CORPORATE SECURITY GUARDS (5)	\$14.95	
RAL20511	LONE STAR STREET COPS (5)	\$14.95	
RAL20512	WENDIGO AND SASQUATCH (2)	\$12.95	
RAL20513	GHOULS (4)	\$12.95	
RAL20514	CORPORATE GUARD ANIMALS (3)	\$12.95	
RAL20515	VAMPIRES MALE & FEMALE (2)	\$7.50	

# GRENADIER

#### **GENERAL FANTASY**

	Blisters with 1 - 3 25mm metal figures.	
GRE01	GIANT LICHE LORD	\$8.95
GRE02	MOUNTED & STANDING DWARVES	\$8.95
GRE03	MOUNTED & STANDING FIGHTERS	\$8.95
GRE04	GNOME FIGHTERS	\$8.95
GRE05	ORC BEER WAGON	\$8.95
GRE06	GIANT CORSAIR	\$8.95
GRE07	DARK ELVES	\$8.95
GRE08	FEMALE MOUNTED FIGHTER	\$8.95
GRE10	KING & PRINCE	\$8.95
GRE11	UNDEAD GIANT CYCLOPS	\$8.95
GRE12	IDOL WITH GEMS	\$8.95
GRE13	QUEEN, PRINCESS, & JESTER	\$8.95
GRE14	SKELETON MTED & STANDING	\$8.95
GRE15	BATTLE CYCLOPS	\$8.95
GRE16	PLAINS ELVES	\$8.95
GRE17	WERERAT SKELETONS	\$8.95
GRE18	GRIFFON	\$8.95
GRE19	KNIGHT COMMAND GROUP	\$8.95
GRE20	ORC COMMAND GROUP	\$8.95
GRE21	DWARF COMMAND GROUP	\$8.95
GRE22	GOBLIN COMMAND GROUP	\$8.95
GRE23	AMAZON COMMAND GROUP	
GRE24	WAR OGRE COMMAND GROUP	\$8.95
		\$8.95
GRE25	LORD OF DEATH	\$8.95
GRE26	SKELETON SHIELD WARRIORS	\$8.95
GRE27	SKELETON COMMAND GROUP	\$8.95
GRE28	LIZARDMEN	\$8.95
GRE29	MEN-AT-ARMS	\$8.95
GRE30	GIANT OGRE CHAMPION	\$8.95
GRE31	GRUNCH WARRIORS	\$8.95
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22300		

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GRE51004 Undead Cavalry

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Conta	ains 102 plastic figures, 51 orcs & 51 dwar	ves)
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FANDB03	STONE STAIRS (6)	\$14	
FANDB04	RAISED STONE WALKWAYS	\$14	
FANDG01	SINGLE DOORS (6)	\$10	
FANDG02	DOUBLE DOORS (5)	\$10	
FANDG03	SKULL GATE AND ALTAR	\$10	
FANDG04	CYCLOPEAN PORTAL Due August	\$24	
FANDG05	CYCLOPEAN GATEWAY Due August	\$14	
FANFA01	GRAVES (6)	\$11	
FANFA02	HUGE MUSHROOMS (4)	\$11	
FANFA03	ADVENTURERS CAMPSITE (4)	\$11	
FANFT01	DEVIL HEADED THRONE	\$14	
FANIT01	BEDS (5)	\$11	
FANIT02	BARRELS (6)	\$11	
FANIT03	CRATES (6)	\$11	
FANIT04	TAVERN BAR Due August	\$14	95
FANIT05	TAVERN ACCESSORIES Due August	\$14	95
FANIT06	TAVERN FURNITURE	\$19	95
FANPC01	STONE PILLAR (3)	\$11	95
FANPC02	MARBLE PILLAR (3)	\$11	95
FANPC03	SOLOMONIC PILLAR (3)	\$11	95
FANPC04	CLASSICAL PILLAR (3)	\$11.	95
FANPC05	SKULL PILLAR (3)	\$11.	95
FANSC01	CAVERN FLOORS (6)	\$14	95
FANSC02	CAVERN RIVERS (6)	\$14.	95
FANSC03	CAVERN STALAGMITES (3)	\$11.	95
FANSC04	CAVE ENTRANCE AND ROCK POOL	\$11.	
FANSC05	BRIDGE AND STEPPING STONE		
FANSC06	RAM SKULL ENTRANCE	\$11.	95

#### **KRYOMEK MINIATURES**

#### Kryomek Aliens

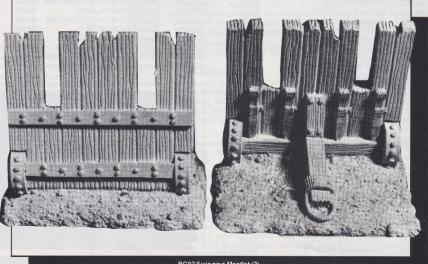
FANK01	ALIEN HELIONS (5)	\$14.95
FANK02	WARRIORS - LIGHT WPNS (2)	\$14.95
FANK03	WARRIORS - HEAVY WPNS (2)	\$14.95
FANK04	WARRIORS - SWORDS (2)	\$14.95
FANK05	WARRIORS - MOLECULAR BLD (2)	\$14.95
FANK06	WARRIORS - BLADES (2)	\$14.95
FANK07	WARMASTER PROTON CLEAVER (1	\$14.9
FANK08	WARRIORS - SPORE LAUNCHR (2)	\$14.95
FANK09	WARMASTER/CORRODER LANCE (	1)\$14.9
FANK10	ALIEN HELIONS (3) Due August	\$10.95
FANK11	ALIEN HELIONS (3) Due August	\$10.95
FANK12	ALIEN HELIONS (3) Due August	\$10.95
FANK13	ALIEN HELIONS (3) Due August	\$10.95
FANK14	ALIEN HELIONS (3) Due August	\$10.95
FANK15	ALIEN HELIONS (3) Due August	\$10.95

Kryomek Vehicles
80mm long AFVs are not covered in any rules .)

FANKV01	GRAV TANK \$15.00
FANKV02	TRACKED TANK \$15.00
FANKV03	GRAV HEAVY SPORE LAUNCHR\$15.00
FANKV04	TRCK HEAVY SPORE LAUNCHR \$15.00
FANKV05	GRAV-BIOPOD CANNON \$15.00
FANKV06	BIOPOD CANNON \$15.00
FANKV07	<b>GRAV HELION DRONE CARRER \$15.00</b>
FANKV08	TRCK HELION DRONE CARRER \$15.00

#### **Human Nexus Forces**

	- martine mar ( ) - commit mote inguitor.	
FANN01	NEXUS MARINES (4)	\$11.95
FANN02	NEXUS MARINES (4)	\$11.95
FANN03	NEXUS HEAVY WEAPONS (3)	\$11.95
FANN04	NEXUS SWAT TEAM (4)	\$11.95
FANN05	NEXUS SWAT TEAM (3)	\$11.95
FANN06	NEXUS SWAT TEAM (3)	\$11.95





 FANN07
 NEXUS SWAT TEAM (3)
 \$11.95

 FANN08
 NEXUS SWAT HEAVY WPNS (2)
 \$11.95

 FANCM01
 COLONIAL MARINES(3) Due ?
 \$14.95

#### **Nexus Penal Troops**

Blisters with 3 25mm figures.

FANCY01	CYLOS TROOPS (3) Due August \$11.95
FANCY02	CYLOS TROOPS (3) Due August \$11.95
FANCY03	CYLOS TROOPS (3) Due August \$11.95
FANCY04	CYLOS TROOPS (3) Due August \$11.95
FANCY05	CYLOS HVY WPNS (3) Due Augus \$11.95

#### Nexus Cybernetic Units

FANTA01 TALOS CYBORGS (2) Due August \$14.95
FANTA02 TALOS CYBORG (2) Due August \$14.95
FANTA03 TALOS CYBORG (2) Due August \$14.95
FANTA05 TALOS CYBORG (2) DUE AUGUST (

#### **Nexus Striders**

Blisters with rather large resin striders for use with 25mm.

FANNS01	PANTHER MEDIUM - TWIN MGs	\$39.95
FANNS02	LEOPARD HEAVY -TWIN HVY CANNOT	\$39.95
FANNS03	JAGUAR WITH 3 CHAIN CANNOI	V\$39.95
FANNS04	COUGAR SCOUT CHAIN GUNS	\$39.95
FANNS05	TIGER-TWIN NAPALM CANNON	\$39.95
FANRC01	LIGHT ATTACK STRIDER	\$26.95
FANRC02	LIGHT SUPPORT STRIDER	\$26.95

#### **Nexus Vehicles**

Blisters with large resin AFVs for use with 25mm figures

FANNV01	TRACKED MEDIUM TANK RESIN	\$22.50
FANNV02	MEDIUM HOVER TANK RESIN	\$22.50
FANNV03	GRAV-TANK MEDIUM RESIN	\$22.50
FANNV04	WHEELED RESIN TANK	\$22.50
FANNV05	TRACKED ASSAULT GUN RESIN	\$22.50
FANNV06	HOVER ASSAULT GUN RESIN	\$22.50
FANNV07	GRAV-ASSAULT GUN RESIN	\$22.50
FANNV08	WHEELED ASSAULT GUN RESIN	\$22.50
FANNV09	TRACKED PERSONNEL CR	\$22.50
FANNV10	HOVER PERSONNEL CARRIER	\$22.50
FANNV11	GRAV PERSONNEL CARRIER	\$22.50
FANNV12	WHEELED PERSONNEL CR	\$22.50
FANNV13	TRACKED ROCKET LNCHR	\$22.50
FANNV14	HOVER ROCKET LAUNCHER	\$22.50
FANNV15	GRAV ROCKET LAUNCHER	\$22.50
FANNV16	WHEELED ROCKET LAUNCHER	\$22.50

#### KRYOMEK SCI-FI RESIN SCENERY

(Compatible with Warhammer 40,000)

#### Kryomek Interiors

Blisters with resin scenery for use with 25mm figures.

FANKI02	HIVE TUNNELS (8)	\$19.95
FANKI03	HIVE FLOORS (5)	\$19.95
FANKI04	EGG CHAMBER FLOORS (4)	\$19.95
FANKI05	HATCHING HELION, ALIEN EGGS	\$19.95

#### **Human Nexus Interiors**

Blisters with resin scenery for use with 25mm figures

FANNI1	AIRLOCKS(2),DOORS(3),HATCH	\$19.95
FANNI2	COMPUTER BANKS(2) & HOLO PROJ	\$19.95
FANNI3	NAV, COM, TAC COMMAND CONSOLES	\$19.95
FANNI4	POWER GEN & REGULTR, LIFE SUPRT	\$19.95
FANNI5	CRYOGENIC CHAMBERS (6)	\$19.95

#### **Human Nexus Buildings**

listers with resin scenery for use with 25mm figures.

FANNB01	COMMAND DOME W/SENSOR TOWER	\$26.95
FANNB02	COMMAND DOME W/LASER	\$26.95
FANNB03	HEAVY GUN BNKR W/MISSILES	\$26.95
FANNB04	HEAVY GUN BNKR W/ MORTAR	\$26.95
FANNB05	HEAVY GUN BNKR W/AUTOCN	\$26.95
FANNB06	HEAVY GUN BNKR-CLSTR MSL	\$26.95
FANNB07	LIGHT GUN BUNKER	\$19.95
FANNB08	LIGHT FLAK BUNKER	\$19.95
FANNB09	SQUAD BUNKER	\$22.50
FANNB10	DESTROYED BUNKER	\$14.95
FANNB11	LANDING PAD WITH VEHICLE	\$26.95

FANNB12	LINKING CORRIDORS (2)	\$14.95
FANNB13	3-WAY LINKING CORRIDOR	\$11.95
FANNB14	MISSILE SILO	\$22.50
FANNB15	HOSPITAL	\$22.50
FANNB16	POWER DOME	\$19.95
FANNB17	ANTI-MISSILE SILO	\$11.95
FANNB18	OBSERVATION/SENSOR TOWER	\$26.95
FANNB19	ADVANCE HEAVY GUN TOWER	\$14.95
FANNB20	MISSILE DEFENCE TOWER	\$26.95
FANNB21	CLUSTER ROCKET DEFENCE TOWER	\$26.95
FANNB22	AUTO-FLAK DEFENCE TOWER	\$26.95
FANNB23	ADVANCE GUN TOWER	\$14.95
FANNB24	ADVANCE ROCKET TOWER	\$14.95
FANNB25	<b>AUTOMATED SENTINEL TOWER</b>	\$11.95
FANNB26	AUTOMATED SECURITY TOWER	
FANNT01	ASTEROID CRATERS Due Augus	
FANNT02	SHELL CRATERS Due August	\$14.95

#### BATTLETECH

1/300th Resin Scenery, Compatible with EPIC Warhammer,

FANBT01	INDUSTRIAL UNITS Due August	\$24.95
FANBT02	RESIDENTIAL BLOCK Due August	\$19.95
FANBT03	TOWER BLOCK Due August	\$29.95
FANBT04	SCIENCE LAB Due August	\$19.95
FANBT05	POWER STATION Due August	\$24.95
FANBT06	LIBRARY Due August	\$29.95

# MUTHERIL

All figures are 25mm scale & come undercoated.

#### **MOUNT GUNDABAD**

MMM93	ZALG, GOBLIN KING	\$7.50
MMM94	URUK-HAI ROYAL GUARDSMEN	\$8.50
MMM95	SAVIGA, THE KINGS CONSORT	\$3.75
MMM96	AKARGIN THE WARLOCK	\$3.75
MMM97	URUK-HAI WIMPS	\$8.50
MMM98	ORCISH SOLDIERS	\$7.50
MMM99	KARAGAT THE HIGH PRIEST	\$3.75
MMM100	MANNISH SLAVES	\$8.50
MMM101	ORC SERFS	\$8.50
MMM102	BRALG THE INSANE	\$3.75

#### MIRKWOOD II

MMM103	GIANT SPIDER	\$9.50
MMM104	BILBO AND TWO DWARVES	\$7.50
MMM105	HUINEN THE SEER	\$3.75
MMM106	ARIEN ELVEN MAGE	\$4.50
MMM107	LACHGLIN THE ANIMIST	\$3.75
MMM108	THE SILENT SHADOW	\$7.50
MMM109	WEREWOLF	\$3.75
MMM110	FEMALE WARRIOR	\$4.50
MMM111	DWARVISH SCOUT	\$4.50

#### THE PRANCING PONY

MMM112	NORTHMAN BARD	\$3.75
MMM113	STRIDER, FRODO, & SAM	\$10.95
MMM114	SEATED CARD PLAYERS	\$10.95
MMM115	SERVING GIRL & HOBBIT	\$7.50
MMM116	DRINKING COMPANIONS	\$9.50
MMM117	SEATED MEN DRINKING	\$9.50
MMM118	<b>BILL FERNY &amp; SOUTHRON SPY</b>	\$7.50
MMM119	POT BOY AND DOG	\$3.75
MMM120	SEATED FLUTE PLAYER & GIRL	\$7.50
MMM121	DRUNKEN MEN	\$7.50
MMM122	TABLES, CHAIRS, ETC	\$12.95

#### **FELLOWSHIP OF THE RING**

MMM123	FRODO AND SAM	\$4.50
MMM124	STRIDER	\$4.50
MMM125	GANDALF	\$4.50
MMM126	LEGOLAS	\$4.50
MMM127	GIMLI	\$4.50
MMM128	BOROMIR	\$4.50
MMM129	MERRY & PIPPIN	\$4.50

#### LAKETOWN

MMM130	LONGBOAT & CREW	\$14.95
MMM131	MASTER OF LAKETOWN	\$3.75
MMM132	BARD OF ESGAROTH	\$3.75
MMM133	LAKETOWN GUARDSMAN	\$3.75
MMM134	RAFT ELVES	\$9.50
MMM135	LAKETOWN ADVENTURER	\$3.75
MMM136	MIRROR OF GALADRIEL	\$6.50

#### PERSONALITIES OF 3RD AGE

MMM137	CELEBORN	\$4.50
MMM138	SARUMAN AND THE PALANTI	\$7.50
MMM139	ARAGORN AND ARWEN	\$8.50
MMM140	THE GREAT EAGLE	\$10.95
MMM141	THE GREAT GOBLIN	\$8.50
MMM142	GLORFINDEL	\$8.50
MMM143	ELROND AND THE RING OF AIR	\$4.50
MMM144	RIDDLES IN DARK	\$5.50
	MMM138 MMM139 MMM140 MMM141 MMM142 MMM143	MMM138 SARUMAN AND THE PALANTI MMM139 ARAGORN AND ARWEN THE GREAT EAGLE MMM141 THE GREAT GOBLIN MMM142 GLORFINDEL MMM143 ELROND AND THE RING OF AIR

#### GORGOROTH

MMM145	MOUTH OF SAURON	\$10.95
MMM146	MOUNTED NAZGUL	\$9.95
MMM147	NARZGUL ON FOOT	\$4.50
MMM148	OLAG-HAI TROLL	\$10.95
MMM149	HALF-TROLL COMMANDER	\$8.50
MMM150	URUK	\$4.50
MMM151	ORCS OF MORDOR (2)	\$7.50
MMM152	VARIAG HORSEMAN	\$10.95
MMM153	HARADAN CAPTAIN	\$4.50
MMM154	HARADAN INFANTRY (2)	\$8.50

#### **DURIN'S FOLK**

MMM155	THORIN OAKENSHIELD	\$4.50
MMM156	THRAIN DWARVEN KING	\$4.50
MMM157	DWARVEN ROYAL GUARDSMEN	\$8.50
MMM158	DWARVEN CRAFTSMAN	\$7.50
MMM159	DWARVEN INFANTRY	\$8.95
MMM160	DWARVEN ALCHEMIST	\$4.50
MMM161	DIS, DWARVEN MAIDEN	\$4.50
MMM162	DWARF ADVENTURER ON PONY	\$5.50
MMM163	DWARVEN ADVENTURER	\$4.50
MMM164	DAIN IRONFOOT & AZOG	\$10.95

#### **GHOST WARRIORS**

MMM165	ERIBHEN AND RUIL	\$10.95
MMM166	TUGHAIB OF THE SPIRITS	\$4.50
MMM167	WALKING DEAD (2)	\$7.50
MMM168	GHOULS (2)	\$4.50
MMM169	WIGHTS OF TUGHAID (2)	\$3.75
MMM170	SCAMMER, DUNLAND SCOUT	\$3.75
MMM171	DUNLENDING SHAMAN	\$4.50
MMM172	LESSER GHOST/UNDER DEEP	\$3.75
MMM173	SKELETONS OF UNDER DEEP	\$4.50
MMM174	CAVE TROLL OF UNDER DEEP	\$9.95
	MMM166 MMM167 MMM168 MMM169 MMM170 MMM171 MMM172 MMM173	MMM166 TUGHAIB OF THE SPIRITS MMM167 WALKING DEAD (2) MMM168 GHOULS (2) MMM169 WIGHTS OF TUGHAID (2) MMM170 SCAMMER, DUNLAND SCOUT MMM171 DUNLENDING SHAMAN MMM172 LESSER GHOST/UNDER DEEP MMM173 SKELETONS OF UNDER DEEP

#### **ISENGUARD**

MMM175	SARUMAN AT ORTHANC	\$4.95
MMM176	GANDALF IMPRISONED @ORTHANC	\$4.95
MMM177	DUNLENDINGS OF ISENGARD	\$7.50
MMM178	UGLUK URUK-HAI ORC	\$3.75
MMM179	HALF ORCS	\$7.50
MMM180	HALF ORC CAPTAIN	\$3.75
MMM181	WORMTONGUE SARUMAN'S SPY	\$3.75
MMM182	MANNISH CAPTAIN OF ORTHANC	\$3.75
MMM183	WHITE HAND ORC WITH MERRY	\$3.75
MMM184	WHITE HAND ORC WITH PIPPIN	\$3.75

#### **ENTS OF FANGORN**

MMM185	TREEBEARD, MERRY & PIPPIN	\$10.95
		\$10.95
MMM186	QUICKBEAM	\$7.95
MMM187	SKINBARK	\$7.95
MMM188	FIMBRETHIL ENTWIFE	\$7.95
MMM189	ENTING	\$6.50
MMM190	HUORN (KILLER TREE)	\$6.50
MMM191	ELVEN FEMALE HEALER	\$3.75
MMM192	HUNDIN BANDIT CHIEF	\$3.75
MMM193	BANDITS OF TIR LIMLIGHT	\$3.75
MMM194	FEMALE BANDIT	\$3.75

#### **GONDOR**

MMM195	DENETHOR, GONDOR STEWAR	RD\$11.95
MMM196	PIPPIN & BERGIL IN GONDOR	\$7.50
MMM197	GONDORIAN OFFICER	\$4.50
MMM198	GONDORIAN INFANTRY (2)	\$8.95
MMM199	GONDORIAN ROYAL GUARDS	(2) \$8.95
MMM200	FARAMIR AT OSGILIATH	\$4.50
MMM201	GONDORIAN MNTD OFFICER	\$10.95
MMM202	IORETH THE HEALER	\$4.50
MMM203	GONDORIAN TOWNSFOLK (2)	\$8.95
MMM204	GONDORIAN NOBLEMAN	\$4.50

#### **ELVES OF LORIEN**

MMM205	GALADRIEL ON THRONE	\$8.95	
MMM206	ELF MAIDENS	\$5.95	
MMM207	LORIEN BOWMAN	\$4.50	
MMM208	AMROTH OF LORIEN	\$4.50	
MMM209	NIMRODEL	\$4.50	
MMM210	LORIEN GUARDIAN/GUIDE	\$4.50	
MMM211	CELEBORN ON HORSE	\$10.95	
MMM212	ELVISH FEMALE ADVENTURER	\$4.50	
MMM213	LORIEN SPEARMAN	\$4.50	
MMM214	LORIEN SWORDSMAN	\$4.50	

#### TALE OF TURIN

		TALE OF TURIN	
MMM	215	TURIN THE OUTLAW	\$4.50
MMM	216	MORWEN AND NIENOR	\$7.50
MMM	217	THINGOL OF DORIATH	\$5.95
MMM	218	OUTLAW OF TEIGLIN	\$4.50
MMM	219	MIM AND IBUN	\$5.95
MMM	220	TURIN DREADHELM	\$4.50
MMM	221	BELEG STRONGBOW	\$4.50
MMM	222	MORGOTH ORCS (2)	\$5.95
MMM	223	WOLF SENTINEL	\$5.95
MMM	224	GWINDOR	\$4.50

#### **THE HOBBIT**

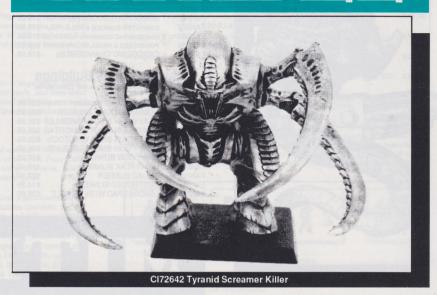
MMM227	BILBO BAGGINS	\$3.50
MMM228	GANDALF THE WIZARD	\$4.50
MMM229	THORIN THE DWARF	\$4.50
MMM230	MASTER ELROND	\$4.50
MMM231	THE GREAT GOBLIN	\$4.50
MMM232	GOLLUM	\$3.50
MMM233	BEORN	\$4.50
MMM234	ELVEN KING	\$4.50
MMM235	BARD OF LAKE TOWN	\$4.50

#### TURIN THE BLACK SWORD

	AND PROPERTY OF THE PARTY OF TH	Manual -
MMM238	TURIN THE BLACK SWORD	TBA
MMM239	ORODETH OF NARGOTHROND	TBA
MMM240	FINDULAS AND GWINDOR	TBA
MMM241	BRODDA THE EASTERLING	TBA
MMM242	EASTERLING WARRIOR	TBA
MMM243	BRANDIR THE LAME	TBA
MMM244	TURIN TURUMBAR	TBA
MMM245	NIMIEL THE BRIDE	TBA
MMM246	NOLDO ELVEN WARRIOR	TBA
MMM247	NOLDO ELVEN WARRIOR	TBA



# CITADEL



#### **TRANSFERS**

CI6095	40K TRANSFERS	\$11.95
CI6096	SPACE ORK DECALS	\$13.95
CI6178	EPIC IMPERIAL TRANSFERS	\$11.95
CI6180	EPIC MARINE TRANSFERS	\$11.95

#### WARHAMMER 40,000

Blisters with 1 - 5 25mm metal figures

#### **SPACE MARINES**

CI70106	MARINES - TACTICAL	\$17.95
CI70121	SPACE MARINES	\$17.95
CI70145	MARINE HEROES	\$17.95
CI70160	BLACK SHADOW MOTOR BIKE	\$19.95
CI70184	DREADNOUGHT	\$22.95
CI70243	TERMINATORS	\$17.95
CI70268	SPACE MARINE CAPTAIN	\$9.95
C170270	MARINE ARMOR VARIANT	\$9.95
CI70295	SPACE MARINE SCOUTS	\$12.95
CI70393	TERMINATORS III	\$17.95
CI79729	NOISE MARINE	\$17.95

#### CHOAS

CI70302	KHORNE RENEGADES	\$14.95
CI70315	SLAANESH RENEGADE	\$14.95
CI70327	RENEGADE HVY WEAPON	\$13.95
CI70341	CHAOS RENEGADE 40K	\$18.00
CI70378	TRAITOR MARINE	\$9.95

#### **SPACE ORKS**

CI70510	SPACE ORKS	\$11.95
CI70522	ORK WARRIORS	\$13.95
CI70534	ORK HEAVY WEAPONS	\$13.95
CI70559	GRETCHIN	\$9.95
CI70561	ORC NOBLES	\$14.95
CI70598C	CYBOARS A/F	\$18.00
CI70605	ORC BOYZ	\$14.95
CI70618	ORK MADBOYZ	\$14.95
CI70620	ORK ODD BOYZ	\$9.95
CI70644	ORK DREADNOUGHT	\$29.95
CI70657	WEIRD BOYZ	\$14.95
CI70669	ORK WARBOSS	\$7.95
CI70671	TIN BOYZ	\$17.95
CI70683	ORK FREEBOOTERZ	\$14.95
CI70696	ORK SHOKK ATTACK GUN	\$16.95
CI70703	SQUIG CATAPULT	\$29.95
CI70742	STORM BOYZ MOB	\$35.95
CI70767	ORK KUSTOM WEAPONS	\$17.95
CI70779	ORK SUPER CYBOAR	\$22.50
CI70781	ORK JETPACKS	\$17.95

#### **SQUATS: SPACE DWARVES**

CI71010	SQUATS	\$14.95
CI71034	SQUATS ON MOTORBIKES	\$19.95

#### 171105 SQUAT ADVENTURERS \$13.9: 171132 SQUAT PIRATES \$9.9:

#### **ELDAR: SPACE ELVES**

CI71519	ELDAR (6)	\$17.95
CI71560	ASPECT WARRIORS	\$9.95
C71572	ELDAR EXARCHS	\$9.95
CI71584	ELDAR GUARDIANS	\$14.95
CI71604	ELDAR WARLORDS	\$17.95
CI71617	ELDAR HOVER GUN	\$14.95

#### **IMPERIAL FORCES**

CI72021	IMPERIAL GUARDSMEN	\$14.9
CI72045	IMPERIAL GUARD SENTINAL	\$24.95
CI72060	GUARDS/ BIKES	\$14.95
CI72084	OGRYN	\$14.95
CI72104	IMPERIAL GUARD COMMAND	\$14.95
CI72117	FORCES OF THE IMPERIUM	\$13.9
CI72170	TARANTULA	\$12.95
CI72499	ARBITES	\$9.9

#### **ALIENS**

CI72544	ZOATS	\$17.95
CI72557	GENE STEALERS	\$13.95
CI72596	GENESTEALER HYBRID	\$14.95
CI72603	GENE STEALER HUNCHBACK	\$19.95
CI72616	TYRANID HUNTER-SLAYERS	\$14.95
CI72630	TYRANID WARRIOR	\$22.50
CI72642	TYRANID SCREAMER KILLER	\$49.95
CI72655	TYRANID SQUIGS	\$17.95

#### **Boxed Sets**

CIRTB10	SPACE DWARVES BOXED	\$54.95
CIRTB12	RHINO ARMORED ASSAULT (1)	\$26.95
CIRTB15	STRIKE FORCE	\$39.95
CIRTB2	SPACE ORC RAIDERS	\$59.95
CIRTB7	IMPERIAL GUARD BOXED	\$54.95

#### **EPIC 40,000**

1/300th scale metal or plastic figures.

#### **Blisters**

CI72714	IMPERIAL ARMORED VEHICLES	\$11.9
CI72789	ASSORTED VEHICLES	\$11.9
CI72809	ONE MAN TITAN	\$14.9
CI72812	TITAN VARIANT KIT	\$10.9
CI72848	NURGLE EPIC DEMONS	\$17.9
CI72851	KHORNE EPIC DEMONS	\$17.9
CI72863	TZEENTCH EPIC DEMONS	\$17.9
CI72875	SLAANESH EPIC DEMONS	\$17.9
CI76041	IMPERIAL TANKS	\$14.9
C176066	IMPERIAL ARTILLERY	\$14.9
CI76078	IMPERIAL SPECIAL ASSAULT	\$17.9
CI76113	LEVIATHAN	\$22.50
CI76211	SLASHA GARGANT	\$26.95
CI76250	ORK BATTLEWAGON	\$17.9
CI76262	ORK SPECIAL VEHICLES	\$17.95
CI76404	ELDAR TITANS	\$19.95

CI76429	ELDAR EPIC VEHICLES	\$17.95
CI76431	ELDAR WAR WALKER	\$17.95
CI76470	ELDAR KNIGHTS	\$14.95
CI76514	KHORNE LORDS OF BATTLE	\$19.95
CI76526	DAEMON ENGINES OF KHORN	E\$14.95

#### **Boxed Sets**

CIATB6	EPIC SQUAT WARRIORS	\$29.95
CIATB8	EPIC CHAOS HORDE	\$34.90
CIATB9	EPIC ELDAR WAR HOST	\$24.95

#### WARHAMMER FANTASY

25mm scale metal and plastic figures.

#### Chaos

CI73194	CHAOS CHARIOTS	\$14.95
CI73253	CHAOS STEEDS	\$15.95

#### **Empire & Bretonnian**

CI73906C	IMPERIAL SOLDIERS XBOWS	\$13.95
CI73906H	IMPERIAL SOLDIERS HALBERD	\$13.95
CI73906S	IMPERIAL SOLDIERS SWORDS	\$13.95
CI73906T	IMPERIAL SOLDIERS 2HND SWI	D\$13.95
CI73919	IMPERIAL COMMAND GROUP	\$13.95
CI73921	IMPERIAL ARCHERS	\$11.95
CI73933	PISTOLIERS	\$17.95
CI73945	REIKSGARD	\$14.95
CI74031	IMP GENERAL RETINUE	\$17.95
CI74068	NORSEMAN	\$14.95
CI74070	CHEVALIER D'HONOR	\$17.95
CI74082	BRET GEN RETINUE	\$17.95
CI74102	SOLDIERS OF EMPIRE	\$11.95
CI74115	ROGUES & RANGERS	\$14.95
CI74139	NINJA SAMURIA	\$15.95
CI74141	FANTASY ADVENTURER	\$14.95
CI74154	BRET FOOT KNIGHT	\$13.95
CI74166	BRETONNIAN MNTD KNIGHTS	\$17.95

#### **Elves**

CI74200	ELF CAVALRY	\$17.95
CI74213	WOOD ELF	\$14.95
CI74225	HIGH ELF	\$14.95
CI74252	DARK ELF	\$14.95
CI74264	MOUNTED ELF ARCHERS	\$17.95

#### **Dwarves**

CI74308	DWARF ADVENTURES	\$17.95
CI74323	DWARF CLANSMEN	\$17.95
CI74335	IMPERIAL DWARF	\$17.95

#### Miscellaneous Races

CI74419	SLANN	\$14.95
CI74421	HALFLINGS	\$17.95
CI74503	SKELETON WARRIORS	\$14.95
CI74528	ARMOURED SKELETONS	\$12.95
CI74530	ETHERIALS	\$14.95
CI74542	F-NIGHT HORRORS	\$14.95
CI74555	SKELETON CAVALRY	\$14.95
CISB4	SLOTTA BASES HORSE BASE	\$2.95

#### Orcs

CI74709	ORC BOYZ	\$12.95
CI74724	ORC BIG 'UNS	\$14.95
CI74748	ORC SAVAGE BOYZ	\$12.95
CI74763	GOBBOS	\$14.95
CI74775	GOBBOS STICKAS	\$14.95
CI74787	GOBBO WOLFBOYZ	\$14.95
CI74790	GIANT BLACK ORCS	\$12.95
CI74810	SNOTLINGS	\$14.95

#### **Boxed Sets**

CIBC4	DEATH COMMANDOS	\$29.95
CIBC5	ETERNAL CHAMPIONS	\$29.95
CIBC6	CHAOS DWARVES	\$29.95
CIBME3	BALROG	\$69.95
CIDRAG2	BLUE DRAGON & SORCERER	\$37.95
CIDRAG4	GREATFIRE DRAGON	\$32.95
CIDS8	NIGHTMARE DRAGON	\$39.95
CIMD2	SKULL CRUSHER	\$44.95
CIMD3	LEAD BELCHER	\$34.95
CIMD6	GOBLIN BATTLE CHARIOTS	\$59.95
CIMD9	GOBLIN WAR CHARIOT	\$26.95
CIRRD1	BUGMANS DWARF RANGERS	\$64.95
CIRRD10	AVENGING KNIGHTS	\$44.95
CIRRD12	GOLGFAGS OGRES	\$44.95
CIRRD2	NIGHTMARE LEGION	\$64.95
CIRRD3	HARBOTHS ORC ARCHERS	\$59.95
CIRRD5	RUGLUD'S ARMOURED ORCS	\$59.95
CIRRD6	IMPERIAL DWARVES	\$59.95
CIRRD7	DARK DISCIPLES	\$29.95

CIRRD8 GIANT BLACK ORCS \$44.95 CIRRD9 HOBGOBLINS \$44.95

#### **BLOOD BOWL**

#### **Blisters**

Each contain 2 - 5 25mm metal figures

CI73309	ELVES	\$14.95
CI73312	ORKS	\$11.95
CI73324	GOBLINS	\$14.95
CI73336	HUMANS	\$14.95
CI73348	DWARVES	\$11.95
CI73351	DARK ELVES	\$14.95
CI73363	BIG GUYS	\$11.95
C173375	SKAVEN	\$11.95
C173390	LITTLE 'UNS (HALFLINGS)	\$14.95
CI73407	DWARF DEATH ROLLER	\$14.95
CI73498	CHAOS	\$14.95
CI73531	UNDEAD	\$14.95

#### **Teams**

Complete 25mm metal figure Blood Bowl teams

CI73410	ELF BB TEAM	\$44.95
CI73422	ORK BLOODBOWL TEAM	\$44.95
CI73434	BB GOBLIN TEAMS	\$44.95
CI73446	HUMAN BLOOD BOWL TEAM	\$44.95
CI73459	BB DWARF TEAMS	\$44.95
CI73461	DARK ELF TEAMS BB	\$44.95
CI73473	SKAVEN TEAM BB	\$44.95

#### **TALISMAN**

Large blisters with up to 10 metal 25mm figures

174859	TALISMAN CHARACTERS I	\$34.	95

C174861 TALISMAN EXPANSION \$34.95 C174873 TALISMAN ADVENTURE \$34.95 C174885 TALISMAN DUNGEON FIGURES \$34.95 C174898 TALISMAN TIMESCAPE \$34.95

#### SPACE FLEET

Blisters with 1 - 3 metal space ships

	CI77706	IMPERIAL DESTROYER	\$11.95
	CI77721	IMPERIAL ARMORED CRUISER	\$11.95
	CI77733	IMPERIAL BATTLESHIP	\$11.95
	CI77745	IMPERIAL ASSAULT SHIP	\$11.95
	CI77758	IMPERIAL SHIELD SHIP	\$11.95
	CI77760	IMPERIAL CARRIER	\$11.95
	CI77829	DICTATOR BATTLESHIP	\$11.95
è	CI77831	THUNDERBOLT CRUISER	\$11.95
	CI77843	ANNIHILATOR BATTLESHIP	\$11.95
	CI77856	STALWART FRIGATE	\$11.95
	CI77868	TARGETTING SHIP	\$11.95
	CI77902	TYRANID HIVESHIP	\$11.95
	CI77915	TYRANID DARK PROWLER	\$11.95
	CI77927	TYRANID VOID FIENDS	\$11.95
	CI77939	TYRANID KRAKEN I and II	\$11.95
	CI77941	TYRANID WAR DRONES	\$11.95
	CI77954	TYRANID DRONES	\$11.95
	C177966	TYRANID SPORE MINES	\$11.95
	RAF3098	DWARVEN STURM WAGONNE	\$16.95



# RAFM

#### **FANTASY BOXED SETS**

25mm scale metal figures.

RAF2001	WIZARDS ADVENTURE PARTY	\$22.50
RAF2002	CONQUISTADOR DWARVES	\$22.50
RAF2003	IRON BROTHERHOOD	\$22.50
RAF2005	ORC WAR TRICERATOPS	\$44.95
RAF2009	VILE GUARDIAN DRAGON	\$44.95
RAF2010	SKELETON WAR DRAGON	TBA
RAF2011	GREAT CTHULHU BOXED SET	TBA
RAF2012	NECRO-DRAKE DRAGON LICH	TBA
RAF2013	FIERY SERPENT OF TERROR	TBA

#### **CALL OF CTHULHU**

Blisters with 25mm scale figures

RAF2921	NIGHT GAUNT DMN SERVITOR	\$11.95
RAF2922	DEEP ONES MUTANT FSHRMN	\$8.95
RAF2923	DIMENSIONAL SHAMBLERS	\$8.95
RAF2924	YITH MONSTEROUS BEING	\$15.95
RAF2925	SERVITOR PARASITIC ENTITIES	\$8.95
RAF2926	CARNIVORUS GIANT WORM	\$15.95
RAF2927	SHOGGOTH HORROR	\$11.95
RAF2928	FLYING POLYP HORROR	\$11.95
RAF2929	SPAWN OF TSUTHOGGUA	\$11.95

#### FANTASY LEGIONS OF LAW

Blisters with 2 - 6 25mm metal figures.

#### KNIGHTS OF THE SILVER SWORD

RAF3050	<b>GRAND MASTER MTD &amp; FOOT</b>	\$9.50
RAF3051	HEAVENS FIST CAVALRY	\$10.95
RAF3052	MEN AT ARMS	\$10.95
RAF3053	SWORDSMEN	\$10.95
RAF3054	ARCHERS OF RAVENS LOFT	\$10.95
RAF3055	ARMORED WARRIORS	\$9.95
RAF3056	DEFENDERS ARTILLERY	\$10.95

#### **ELVES OF THE ISLES**

RAF3070	PRINCE SARNATH MTED & FOO	OT\$10.95
RAF3071	ELF HOUSEHOLD CAVALRY	\$10.95
RAF3072	ELVES OF SYLVANS SWORDS	\$10.95
RAF3073	CRYSTAL FLIGHT ELF ARCHER	S\$10.95
RAF3074	ELF SPEARMEN	\$10.95
RAF3075	ELF PRIVATEERS	\$9.95
RAF3076	ELVEN ARTILLERY	\$16.95
BAF3077	WHITE WINGED ELVEN CHARIC	T\$15 95

#### **DWARVES OF FLAMING FORGE**

RAF3090	GRAFF HAWSTEEL MTD & FOO	T\$10.95
RAF3091	DWARVEN COMMAND	\$9.95
RAF3092	DWARVEN CROSSBOWS	\$10.95
RAF3093	THUNDER BUSTER ARTILLERY	\$16.95
RAF3094	DWARVEN HANDGUNNERS	\$10.95
RAF3095	STONE EAGLE SPEARMEN	\$9.95
RAF3096	DWARVEN SAPPERS	\$10.95

#### **BARBARIAN WARRIORS**

RAF3821	NORSE FIGHTER	\$3.95
RAF3822	NORSE WARRIOR WITH AXE	\$3.50
RAF3823	NORSE WITH 2 HANDED SWORD	\$3.50
RAF3824	BERSERKER	\$3.50
RAF3825	MOUNTED NORSE WAR CHIEF	\$9.00
RAF3826	NORSE WAR WOLF & MASTER	\$9.00

#### **WANDERERS & WARRIORS**

RAF3801	ADVENTURERS (3)	\$9.00
RAF3802	DWARVES (3)	\$9.00
RAF3803	ROGUES (3)	\$9.00
RAF3804	CLERICS (3)	\$9.00
RAF3805	ELVEN WARRIORS (3)	\$9.00
RAF3806	BOWMEN (3)	\$9.00
RAF3807	FEMALE WARRIORS (3)	\$9.00
RAF3808	SORCERERS (3)	\$8.95
RAF3809	ARMORED FIGHTERS (3)	\$9.00

#### **HIGH ELVEN LORDS**

RAF3837	MOUNTED LORD CHAMPION	\$9.00
RAF3838	HIGH ELF MAGIC USER	\$4.50
RAF3839	ELF LORD CHAMPION	\$3.50
RAF3840	ELF LORD MASTER OF BEASTS	\$3.50
RAF3841	HIGH ELF WARRIOR PRINCESS	\$3.50
RAF3842	HIGH FLE WARRIOR KING	\$3 50

## FANTASY LEGIONS OF CHAOS

Blisters with 2 - 6 25mm metal figures.

#### DARK LORDS BLOOD REGIMENT

RAF3101	WARLORD MTD & FT	\$10.95
RAF3102	SHINING DEATH CAVALRY	\$10.95
RAF3103	IRON LORDS	\$10.95
RAF3104	IMPALERS	\$10.95
BAF3105	SKULL SPLITTERS	\$9.95

RAF3106	DOOM SINGERS	\$10.95
RAF3107	HELLS CLAW ASSASSINS	\$9.95
RAF3108	DARK LORDS BODY GUARD	\$9.95
RAF3109	CLEAVERS OF DARK	\$9.95
RAF3110	BLOOD CHAMPIONS	\$9.95
RAF3111	BLOOD BERSERKERS	\$9.95
RAF3112	LAND DRAGON AND RIDER	\$9.95

#### **LEGIONS OF DARKNESS**

RAF3201	MAGLOTH GIANT ORC GENERA	L \$8.95
RAF3202	<b>ORC STANDARD &amp; DRUMMERS</b>	\$10.95
RAF3203	ORC WARBAND-POLE WEAPON	S\$9.95
RAF3204	ORC WARBAND WITH BOWS	\$10.95
RAF3205	ORC WARBAND WITH HALBERD	\$9.95
RAF3206	ORC X-BOW AND GOB PAVISE	\$10.95
RAF3207	MOUNTED GOBLIN LORD	\$9.00
RAF3208	MOUNTED GOBLIN ARCHER	\$9.00
RAF3209	ORC CHIEFTAINS	\$10.95
RAF3210	ORC HEAVY PIKEMEN	\$9.95
RAF3211	GOBLIN SKIRMISHERS	\$10.95
RAF3212	ORC WOLF RAIDER CHIEFTAINS	\$8.95
RAF3213	<b>ORC WOLF RAIDER WARRIORS</b>	\$10.95
RAF3214	ORC WOLF RAIDER NOMADS	\$10.95
RAF3215	ORC WOLF CHAMPIONS	\$10.95
RAF3216	ORC WOLF BERSERKERS	\$10.95
RAF3217	ORC WOLF WARLORD	\$10.95
RAF3219	ORC ASSAULT WALL CRAWLER	S\$12.95

#### **MONSTERS OF CHAOS**

RAF3501	SMALL COLD DRAKE	\$13.95
RAF3502	GIANT	\$11.95
RAF3503	ARMORED MINOTAUR	\$9.95
RAF3602	SINISTER OGRE	\$10.95
RAF3613	THAFGARS BODY GUARD	\$11.95
RAF3614	THRAFGAR THE GIANT	\$12.95
RAF3615	NECROMANCERS	\$10.95
RAF3616	MINOTAUR	\$9.95
RAF3617	DEATH DANCER WARRIORS	\$7.50
RAF3619	ORCS (3)	\$12.95
RAF3620	SPECTORS OF DARKNESS	\$9.95
RAF3621	FIGHTERS OF THE RING	\$11.95
RAF3713	FOREST GIANT @ COMPANION	\$11.95
RAF3714	CAVE GIANT ON HUNT	\$11.95
RAF3720	FIRE DRAGON YEARLING	\$13.95
RAF3721	ICE DRAGON YEARLING	\$13.95

#### **MINOTAURS**

RAF3706	ARMORED MINOTAUR	\$11.95
RAF3707	SAVAGE MINOTAUR	\$11.95
RAF3708	TRAVELLING WIZARS WAGON	\$17.95
RAF3712	MINOTAUR KING	\$11.95

#### **ELEMENTALS**

RAF3833	FIRE ELEMENTAL	\$12.95
RAF3834	WATER ELEMENTAL	\$12.95
RAF3835	AIR ELEMENTAL	\$12.95
RAF3836	EARTH ELEMENTAL	\$12.95



RAF3835 Air Elemental and Wizard

#### **BONE WARRIORS**

RAF3871	UNDEAD WITH SWRD & SHIELD	\$3.50	
RAF3872	UNDEAD WITH BATTLE AXE	\$3.50	
RAF3873	UNDEAD WITH 2 HND SWORD	\$3.50	
RAF3875	MOUNTED WARLOCK	\$9.00	
RAF3876	UNDEAD CHIEFTAIN	\$9.00	

#### **NECROMANCERS**

RAF3877	GRAND MASTER OF DARKNESS	\$5.00
RAF3878	DARK CLERIC	\$4.95
RAF3879	MISTRESS OF DARKNESS	\$3.50

RAF3880	NIGHTMARE ILLUSIONIST	\$5.95
RAF3881	MTD GREAT NECRONANCER	\$9.00
RAF3882	DOOM CALLER	\$8.95
RAF3883	DARK PRINCE	\$7.95
RAF3884	VAMPYRE WARLORD MOUNTED	\$7.95
RAF3885	KNIGHT OF THE DEAD	\$3.50
RAF3886	DEGENERATE VAMPYRE	\$3.50
RAF3887	GOTHIC VAMPYRE	\$3.50
RAF3888	QUEEN OF THE DAMNED	\$3.50

#### **DEATH ANGELS**

RAF3895	ANGEL OF DEATH	\$4.50
RAF3897	HELLS HARBINGER	\$4.50
RAF3898	SPECTRE OF DOOM	\$4.50
11A1 3030	OI LOTTIL OF DOOM	WT.00
RAF3899	FACELESS GUARDIAN OF VOID	\$4.50
RAF4000	GRIM REAPER ON NIGHTMARE	\$8.50

#### **DARK ELVES**

RAF3040	DARK ELF WAR CHIEFS (3)	TBA
RAF3041	DARK ELF CROSSBOWS (3)	TBA
RAF3042	STANDARD PARTY (3)	TBA
RAF3043	DARK ELF LONG KNIVES (3)	TBA
RAF3044	DARK ELF ASSASSIN PARTY (3)	TBA
RAF3045	DARK ELF SPIDER RIDERS (3)	TBA
RAF4001	QUEEN ARACHNIA & PET	\$11.95
RAF4002	DARK ELF MAGE	\$3.95
RAF4003	DARK ELF FIGHTER	\$3.95
RAF4004	DARK ELF THIEF	\$3.95
RAF4005	DARK ELF FEMALE WARRIOR	\$3.95
RAF4006	CURSED-ONE SPIDER MUT	\$11.95

#### **MEDIEVAL SIEGE** EQUIPMENT Metal kits for use with 25mm fantasy figures.

RAFSE1	LARGE BALLISTA	\$16.95
RAFSE13	MEDIEVAL CANNONS	\$6.50
RAFSE15	SCALING LADDERS	\$9.95
RAFSE16	GREEK FIRE PROJECTOR	\$6.95
RAFSE17	PETRARY CATAPULT	\$12.95
RAFSE2	LARGE CATAPULT	\$13.95
RAFSE23	MEDIEVAL CREW	\$10.95
RAFSE27	EARLY BOMBARD	\$9.95
RAFSE28	HOOPED BOMBARD	\$10.95
RAFSE3	DART THROWER	\$9.95
RAFSE31	BREACH LOADING CANNON	\$11.95
RAFSE32	SCORPION BOLT THROWER	\$9.00
RAFSE33	CARROBALLISTA BOLT THRWR	\$9.00
RAFSE4	SMALL CATAPULT	\$12.95
RAFSE7	MANTLETS - SIEGE SHIELDS	\$11.95

#### STAR KHAN

Blisters with up to 5 25mm metal figures.

#### **TERRAN FEDERATION**

RAF5011	MARINE REACTION COMMAND	\$9.95
RAF5012	MARINE RECON SECTION	\$9.95
RAF5013	MARINE REACTION ASSAULT	\$9.95
RAF5014	MARINE REACTION SPC. WPNS	\$9.95
RAF5015	MARINE REACTION HVY WPNS	\$9.95
RAF5016	DISRUPTOR FORCE CANNON	\$11.95
RAF5017	MARINE TECH, RTO, CORPSMAN	\$9.95
RAF5018	JET WING MARINES	\$9.95
RAF5019	BATTLEBIKE UNI-CYCLE	\$16.95
RAF5020	RECON BATTLEBIKE	\$16.95
RAF5021	VETERAN MARINES	\$9.95
RAF5022	FLAMER MARINES	\$9.95
RAF5023	MISSILE POD ARTILLERY	\$11.95
RAF5024	UNIVERSAL CARRIER/FLX GUN	\$15.95
RAF5025	UNIVERSAL CARRIOR/MISSILE	\$15.95
RAF5026	UNI CARRIER MULE	\$11.95
RAF5027	MARINE WEAPONS & CASUALT	Y \$9.95

#### **DESTRUCTOR COMMANDOS**

RAF5028	DESTRUCTOR WEAPONS	\$9.95
RAF5030	DESTRUCTOR TEMPTEST	\$9.95
RAF5031	DESTRUCTOR TYPHOON	\$9.95
RAF5032	DESTRUCTOR BLACK WIDOW	\$9.95
RAF5033	DESTRUCTOR SPITFIRE	\$9.95
RAF5034	DESTRUCTOR HUNTER	\$9.95
RAF5035	DESTRUCTOR FURY	\$9.95

#### **CYBER SPACE ORCS**

RAF5036	CYB-ORC WEAPONS	\$9.95
RAF5037	CYB-ORC DESTRUCTOR MANGLER	\$9.95
RAF5038	CYB-ORC DESTRUCTOR TERMINATOR	\$9.95
RAF5039	CYB-ORC DESTRUCTOR WEAPONS	\$9.95
RAF5051	CYBORC COMMAND TEAM	\$9.95
RAF5052	CYBORC SCOUT TEAM	\$9.95
RAF5053	CYBORC MEDIUM ATTACK GROUP	\$9.95
RAF5054	CYBORC ASSAULT TEAM	\$9.95
RAF5055	CYBORC HEAVY SUPPORT TEAM	\$9.95
RAF5056	CYBORC MONO ASSAULT GUN	\$9.95

#### WORLD WAR TWO

RAF6856	MK VIB/ C BRITISH LIGHT TANK	\$17.95	
RAF6857	M5 STUART LIGHT TANK (USA)	\$17.95	
RAF6858	M8 US STUART 75MM GMC	\$22.50	
RAF6859	RSO GERMAN AT GUN TRACTOR	\$24.95	
RAF6860	GERMAN INF GUN 75MM IG-18	\$7.95	
RAF6861	H-39 FRENCH TANK	\$17.95	
RAF6862	R-35 FRENCH TANK	\$17.95	
RAF6863	PZ RSO PAK 40	\$22.50	
RAF6867	GERMAN PAK 38, 50mmL60	\$7.95	

# RAL PARTHA ACRYLIC PAINT

**PAINT SETS** 

RAL77730	PARTHA FANTASY PAINTS	\$32.95
Silver, gold, b	black, white, blue, green, red, yellow, bri	ush & figure.
RAL77740	AUTUMN COLOURS	\$19.95
Autumn go	ld,khaki,brown,woodbrown,pine green,a	rmor grey.
RAL77741	SUMMER COLOURS	\$19.95
Flaxen yellow	,adobe & dunkel brown,evergreen,armo	or grey, olive.
RAL77750	CHAOS WAR COLOURS	\$17.95
Mole	d,slate,burgundy,metallic blue, green &	red.
RAL77790	SILKS AND SATINS	\$17.95
Roya	blue, lavindar, blue, royal red, white, gr	reen.
RAL77791	NATURAL COLORS	\$17.95
Werefur bro	wn, yellow, pink, elemental orange, moss	green,blue.

#### ACCESSORIES

AOOLOGOTILO			
RAL77725	SPRAY PRIMER	\$9.95	
RAL77726	SPRAY CLEAR MATTE SEALER	\$9.95	
RAL77727	DRAGONSCALE METALLIC CREME KIT	\$22.50	
RAL77728	BRUSH KIT	\$19.95	
RAL77729	SPONGE APPLICATOR BRUSHE	S\$3.50	

**INDIVIDUAL POTS** 

RAL77701	GOLD METALLIC	\$3.50
RAL77702	SILVER METALLIC	\$3.50
RAL77703	BRONZE METALLIC	\$3.50
RAL77704	STEEL	\$3.50
RAL77705	FLESH	\$3.50
RAL77706	WHITE	\$3.50
RAL77707	GRAY	\$3.50
RAL77708	BLACK	\$3.50
RAL77709	SHAMROCK GREEN	\$3.50
RAL77710	FOREST GREEN	\$3.50
RAL77711	DUN	\$3.50
RAL77712	LEATHER	\$3.50
RAL77713	RED BROWN	\$3.50
RAL77714	DARK BROWN	\$3.50
RAL77715	IVORY	\$3.50
RAL77716	YELLOW	\$3.50
RAL77717	ORANGE	\$3.50
RAL77718	RED	\$3.50
RAL77719	SKY BLUE	\$3.50
RAL77720	TRUE BLUE	\$3.50
RAL77721	DARK BLUE	\$3.50
RAL77722	COPPER METALLIC	\$3.50
RAL77723	PURPLE	\$3.50
RAL77731	KHAKI	\$3.50
RAL77761	AGED METAL	\$3.50
RAL77762	FROST GIANT WHITE	\$3.50
RAL77763	MINOTAUR BROWN	\$3.50
RAL77764	HELL HOUND BROWN	\$3.50
RAL77765	DAMSEL FLESH	\$3.50
RAL77766	MAINCORE MANE YELLOW	\$3.50
RAL77767	MOLD YELLOW GOBLIN FLESH TANGERINE	\$3.50
RAL77768		\$3.50
RAL77769 RAL77770	DRAGON SCALE RED TENTACLE PINK	\$3.50 \$3.50
RAL77771	DRAGON TONGUE PURPLE	\$3.50
RAL77772	SEMBIA RED	\$3.50
RAL77773	CORMYR BLUE	\$3.50
RAL77774	MIND FLAYER MAUVE	\$3.50
RAL77775	PALADIN BLUE	\$3.50
RAL77776	DRAGON SCALE BLUE	\$3.50
RAL77777	BULETTE BLUE	\$3.50
RAL77778	REMORHAZ BLUE	\$3.50
RAL77779	STORM GIANT GREEN	\$3.50
RAL77780	BEHIR BLUE	\$3.50
RAL77781	TROLL FLESH GREEN	\$3.50
RAL77782	ELVEN GREEN	\$3.50
RAL77783	GHOUL FLESH LIME	\$3.50
RAL77784	BULLYWUGS BELLY GREEN	\$3.50
11/1/104	BOLL WOOD BELL! GREEN	\$5.50

#### **MILITARY SIMULATIONS**

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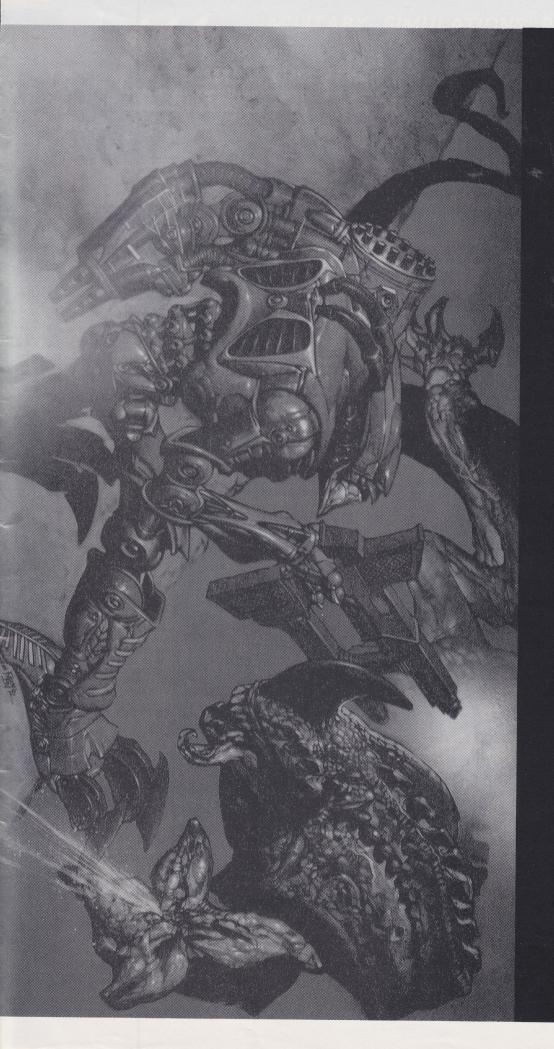


# Military Analysis 3441 - 3507 IST

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80 illustrated pages which take the KRYOMEKTM game system into phase two of its development.





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